Michael Martin

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CS 330

SNHU

Reflection

I chose these objects because they met the requirements listed within the rubric from the first week. What ultimately helped me decide to use these specific ones is I thought it would be a fun challenge to create them in a 3D world. While figuring out how to design the simple objects I used the supplied header and c++ files, as well as a set of coordinates shared between multiple simple objects. When choosing controls I decided to stay with QWERY as the layout. QWERTY is the most common keyboard layout used and changing it would make navigating a challenge. I at times debated changing the layout to better fit my keyboard, but most users would not be able to navigate easily. The custom functions I created are built for mouse and keyboard tracking, as well as texture layout on an object. Having these within functions allows me to call them whenever needed thoughout the code, whether it be another function or main. I have also used these functions outside of the final project, as they’re adaptable enough to be put into other projects.