Project Reflection

This project was my first experience working with Raylib and visual simulations in C++. I encountered initial challenges in understanding how to construct and animate an anthropomorphic body — especially the positioning of the head and fingers.

The construction algorithm, structure planning, and spatial logic were primarily developed by me, based on my own understanding of how to simulate a realistic anthropomorphic figure. I designed the logic for how the body should be built, how its parts connect, and how to represent its behavior in motion. Throughout the process, I discussed the approach with my classmates to exchange ideas and improve the design. Additionally, I used AI tools to help resolve certain technical issues — especially those related to rendering and animation. While some components were refined with external assistance, the core idea and implementation approach reflect my own work and thinking.

During development, I faced some difficulties with the simulation — particularly in rendering the fingers correctly. Despite trying multiple configurations, the fingers appeared longer than intended. This was likely due to how Raylib renders short, angled lines, rather than a mistake in the logic itself.