Assignment 1 Retrospective

**Jesse Schollitt**

**Aquila Halpé**

What did we enjoy?

What did we not enjoy?

What presented the most problems?

What could be improved?

What are potential future features?

Jesse: I enjoyed creating algorithms for automatically creating Box2d shapes based on one number. I enjoyed being able to mess around with the physics engine side of things. I enjoyed when things worked. I didn’t enjoy getting locked out of the world every time I tried to do something out of step. Getting an understanding of how Box2d works presented the biggest problem. You have to be very careful of how you do things and when in relation to the world-step. Improvements could be dedicated wrapper between the SFML and Box2d shapes, so that things like colour, texture, and body type could be adjusted on the fly per shape, and a serious cleanup of code. Also planning out classes ahead of time so you don’t end up recreating the same method six times in six different places. Future features are the above implemented, a bit more polish on UI with menus, maybe a triangulation free-flow drawing tool that creates box2d shapes.

Aquila: I enjoyed learning to manipulate data and then save it to file in XML format, which seems pretty well suited to storing dynamic data. I didn’t enjoy Pugixml’s lack of sensible documentation (especially in the library itself); there was a lot there that was very hard to understand as a layman, but with a bit of experimentation and such it wasn’t too bad in the end. Formatting the save/load presented the most problems as with my lack of proper XML experience it wasn’t immediately clear how was the best way to implement the architecture of the tree. Improvements / future features could be a bit more intuitive of a design, ability to specify a filepath for save/load, more control over game world objects such as ball and hole spawn position selection, textures for objects, an actual start menu, and perhaps an ability to port this / use this as an engine for the creation of other games.