**Discussion of issues**

1. Time management and meeting time

* Time management for a project as large as this one requires a lot of planning and meeting time to make sure the project is progressing as needed. We needed to have meetings very frequently to make sure we were collaborating enough on the work to make sure it is up to par with all our standards. Due to work and personal commitments we decided to only meet once a week until out of the classes that we had together, and we would work on the project during classes as well. However, once we do get closer to the submission deadline, we would meet more frequently to make sure we achieved the necessary requirements.

1. Reformatting of the game engine

* One of the biggest issues we faced was the fact that we had to rebuild and restructure the game engine we had previously as the game engine was not that good and had many flaws such as being closely tied with the client side of the program, which caused security concerns and other accessibility issues. However, we were able to overcome this difficulty by working together and splitting tasks among ourselves and helping each other with difficult tasks. we did have a couple of difficulties converting however we managed to overcome them as a group.

1. Learning LUA

* Lua was new to our system and none of us knew anything about LUA. And in order to continue forward we all needed to learn how to use LUA. We set a meeting date where we went through videos and guides on how to use LUA and implement it. Tom then took initiative to implement a way to use LUA scripts.

1. Learning ASSIMP

* ASSIMP was also new to our engine. While we all wanted to learn and be proficient in the use of ASSIMP, it was not very feasible. Therefore, Milad decided to take initiative in implementing ASSIMP into the game engine.

1. Learning ENTT

* Like ASSIMP and LUA we needed to add ENTT to our engine for better entity management. This would be really useful for our program, and it would make it really efficient for our engine. Tom decided to implement it himself as he had a good understanding of it. It did take him some time, and it was probably faster to go through this a group, others had important tasks that they needed to do as well.

1. Skybox

* When implementing a skybox into the game we wanted to try and allow the engine to jus take in one cube-map-strip PNG file which contains a cube-map of all 6 images for the skybox cube. Doing this we ran into issues trying to implement it so reverted back to the user providing the 6 images individually.

1. CLOD & Terrain
   * When trying to map textures to our terrain after CLOD had been implemented, we had issues mapping it. This issue was something that we didn’t have much knowledge to fix but we eventually managed to find a solution with shaders.