UNIVERSIDAD NACIONAL AUTÓNOMA DE MÉXICO

FACULTAD DE INGENIERÍA

Subject: Computación Gráfica e Interacción Humano Computadora

Group: 5

Semester: 2022-2

Storage System

Deadline date: 26/05/2022

Professor: José Roque Román Guadarrama

Students:

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What storage systems were used to develop the project?

Mainly, GitHub was used as an online repository and storage system in this project. This allowed us to work quite agile as a team through the git commit, git push and git pull commands, which allowed a great level of synchronization in our project; when a colleague finished part of it, he or she could immediately push it to the repository with the git add, git commit, and git push commands, and the other colleague could download it with the git pull command. This saved us a lot of time transferring files, and it was also very helpful that a message can be put on GitHub every time a change is pushed. We must mention that the commands weren't always written in the CLI, but instead we used the Visual Studio GitHub UI Plugin.

GitHub usage proof, with messages for changes and with many commits. It also indicates the time each file or folder was uploaded/modified.

Likewise, if something failed within our program, or we didn't want to incorporate it for a commit, we could restore it to the latest version uploaded on GitHub.

Here are some screenshots that serve as proof that we used of GitHub (these are not all the commits made):

master

Commits on May 5, 2022

Dividido el modelo de morgana
suadero99 committed 18 days ago
2158af5

Comentarios de modelos anteriores
suadero99 committed 18 days ago
9253f91

Comentados modelos en código y añadidos .vox
suadero99 committed 18 days ago
4273d66

Browse the repository at this point in the history

Commits on Apr 16, 2022

Añadidos comentarios de nombres :p
suadero99 committed on 16 Apr
bf138ed

Añadido el .cpp con main y la carpeta de modelos de MagicaVoxel
suadero99 committed on 16 Apr
71d3803

Commits on Apr 10, 2022

Agregar archivos de proyecto.
froyl authored and froyl committed on 10 Apr
104ecbd

Agregar .gitignore y .gitattributes.
froyl authored and froyl committed on 10 Apr
94a0322

---

master

Commits on May 9, 2022

Merge branch 'master' of https://github.com/suadero99/ProyectoCG
suadero99 committed 14 days ago
fccf5de

Añadido el gato camión con sus llantas
suadero99 committed 14 days ago
10dae75

Merge branch 'master' of https://github.com/suadero99/ProyectoCG
kiliapplered committed 14 days ago
568d111

Estación chida. Ya no moverle a la estación. Ya quedo
kiliapplered committed 14 days ago
e386326

Añadidos modelos sin random en .obj
suadero99 committed 14 days ago
1a4bd0e

Merge branch 'master' of https://github.com/suadero99/ProyectoCG
kiliapplered committed 14 days ago
f11d63c

Se corrige el skybox. Se pone en efecto 8 bits
kiliapplered committed 14 days ago
627e532

Mejorada la estación
suadero99 committed 14 days ago
cc29cf2

SE coloca nuevo skybox. Falta corrección a jpg
kiliapplered committed 14 days ago
ed4eb15

Commits on May 8, 2022

Proofs of commits throughout the development of the project

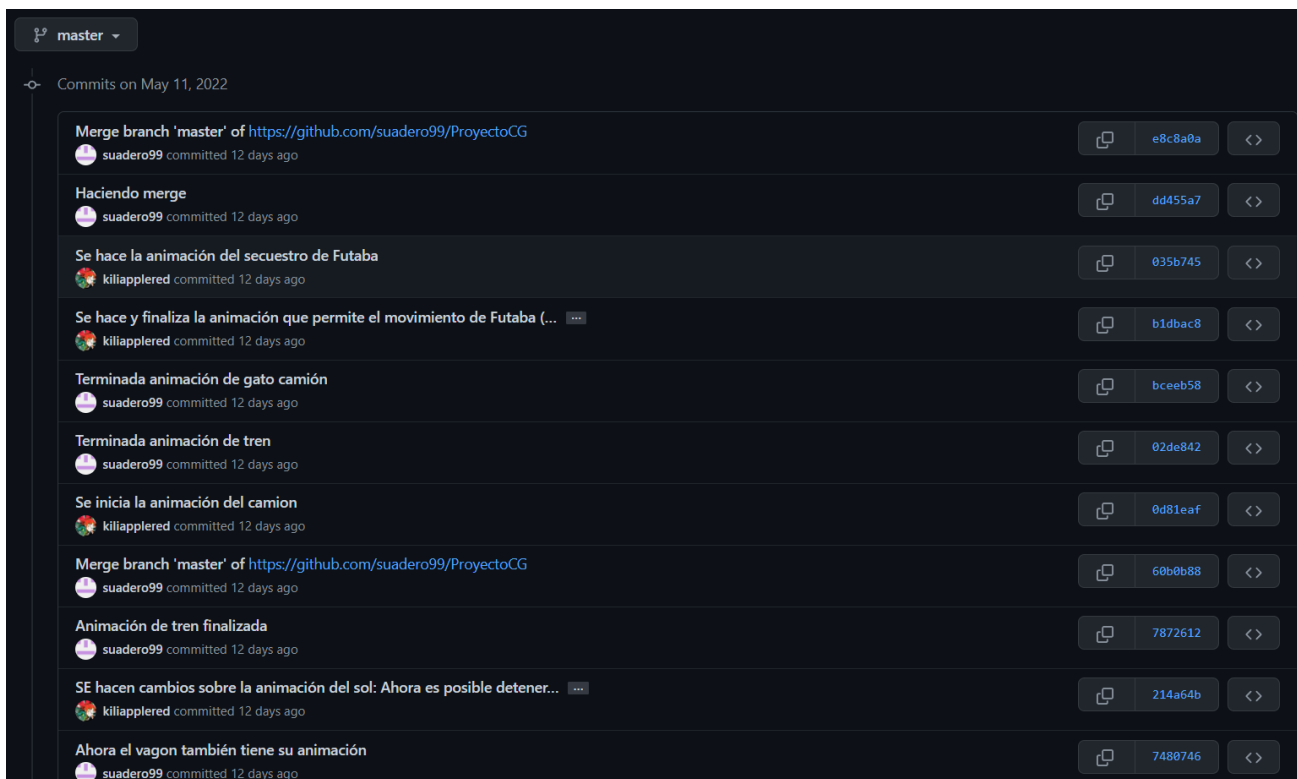Fortunately, the use of this tool is very simple, and it made the development of the project much easier for us, although there were also bad experiences with this tool. Among those bad experiences, was the use of the official GitHub plugin in Visual Studio 2019. This plugin complicated our development a bit at first, since it generated a .gitignore file (file with the information to ignore to upload to a repository) that it was not uploading .obj files and the entire resources folder to the repository, which caused a problem at first when synchronizing our projects, since a colleague could not see or upload the models. We realized that it could possibly be the .gitignore file and it was what happened, so we only had to delete the .obj files from the .gitignore and also delete the resources folder from the list of folders to ignore and the problem was solved. Another one of those bad experiences came from the lab professor downloading our project directly from the repository, and his computer has an Intel processor, while ours has an AMD Ryzen processor, and for some reason (we suspect it's because of the .gitignore), Textures in the environment were not displayed correctly.

So even though all our work was done with GitHub, we decided to use Google Drive for the final release to avoid compatibility issues between AMD Ryzen and Intel processors.