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7-1 Final Project Submission

For this module seven final project, some concepts that I learned were learning to modify the code, test, and debug. I tested and debugged the functionality of the code without waiting for complete, detailed models or assets. This has helped me identify some layout issues, logical errors, or performance bottlenecks in the early development process. For efficiency, I rendered and made complex 3D models that have been computationally expensive and time-consuming. The main functionality is to be developed and tested with simple, less resource-intensive models. When it comes to communication in team environments, dummy output does help communicate the flow, layout, and functionality of an application to team members and stakeholders without getting bogged down in the final design's details. There was also more flexibility in making changes for the final version, so that developers could easily adjust the basic shapes and placeholders without the need to redo complex modeling work. By integrating the provided code into a 3D application through the use of OpenGL, it is possible to achieve a functional 3D scene with some realistic objects and intuitive navigation controls. However, the code segments handle the keyboard and mouse input for camera control, which allows users to navigate the 3D environment efficiently.