

Critical reflection

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Reflection on my process

For this project I couldn't finish all of my learning goals. This is because I underestimated the project and thought it would be easier and because I tried to make it work with non-convex meshes and not only cubes. In the end I was able to make the 2D version of the last learning outcome but not the 3d version like I promised. I do know in theory how it works but I wasn't able to make it. Next term I want to choose something easier, so I won't have this problem again.

Timesheet

Learning outcome	Estimated Hours	Spent Hours
As an engineer I want to learn how to make 3d Voronoi noise, so that I can generate more interesting patterns when generating content.	10	15
As an engineer I want to learn how to cut meshes, so that the players can have more realistic and fun worlds.	30	25
As an engineer, I want to learn how to make Delaunay tetrahedralization so that I can make more interesting patterns when cutting meshes.	40	45

Learning goals

I achieved all of my learning goals except for the last one. I was able to make Delaunay triangulation (2D), but I wasn't able to make Delaunay tetrahedralization (3D).

Next term

Next term I want to diversify my knowledge by either learning something art related or learning how to use a different engine than unity.