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.