# Main

int main(int argc, char\*\* argv);

void drawScene();

void drawBlockModel(Block b);

void drawBlockTexture(Block b);

void drawCube(char type,GLfloat &c,float tx,float ty,float tz);

void drawRect(char type,float a,float rx,float ry,float rz);

void setUplighting();

void setUptexture(char \*file);

void handleResize(int w, int h);

void DrawAxes();

void initRendering();

GLuint loadTexture(Image\* image);

void handleKeypress(unsigned char key,int x,int y);

# class Block{

private :

char type; //

Vec3f pos; //position

Vec3f angle;

Model\_OBJ model;

float wall\_left;

float wall\_right;

float wall\_top;

float wall\_bottom;

float wall\_front;

float wall\_back;

public:

Block();

Block(char type,Vec3f pos,Vec3f angle,Model\_OBJ model);

~Block();

void addPos(Vec3f pos);

void addAngle(char axis,float angle);

char getType();

float getPos(char axis);

Vec3f getAngle();

float getAngle(char axis);

Model\_OBJ getModel();

float getTopWall();

float getBottomWall();

float getLeftWall();

float getRightWall();

float getFrontWall();

float getBackWall();

void setType(char type);

void setPos(Vec3f pos);

void setAngle(Vec3f angle);

void setAngle(char axis,float angle);

void setModel(Model\_OBJ model);

void setTopWall(float t);

void setBottomWall(float b);

void setLeftWall(float l);

void setRightWall(float r);

void setFrontWall(float f);

void setBackWall(float b);

# class Board {

public:

Bool board[20][10]; //have something on board?

Block blocks[20][10]; //block on the board

Board();