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I wasted a lot of time figuring out how to use the transformation matrix and mouse detection on each of the objects, but once I figured those out it was easier from there. I learned how to use matrices to transform objects, and how to use points of an object to calculate detection with a mouse.

One remaining bug is with the line detection, sometimes when the rotational or scaling transformations are being applied, the line just stops responding to all inputs and I could not figure out why it stops responding.

Additional functionality is color changing when mouse is over objects.