**Game Engine Foundations**

**Lab One**

For this lab, you are requested to draw two hexagons on either side of the screen. One of the hexagons rotates clock-wise and the other one, counter-clock-wise.

To do this, first download the project that is posted under BlackBoard->Lab One. Open the project and study the comments provided in FirstExample.cpp file.

Then, modify the code and draw one rotating hexagon for the beginning. Once you have it rotating, think about translating it to the left of the scene.

Finally, repeat the same procedure for the second hexagon.