Exercise – Frame Independent Movement

The exercise for this session is simple. Implement frame independent movement as explained in the lecture into your assignment.

Use the delta time to calculate the current frame rate of your application and display it in a graphical form somewhere on the screen (not in the console). To keep the frame rate displayed on your screen from flickering or changing too rapidly, only update the fps displayed every second.

Challenge:

What happens to your frame rate / delta time if your window loses focus? Depending on how your application is implemented this may or may not be a problem.

After reading the articles listed in the ‘Further Readings’ section of the slides, update your delta time functionality to ensure that your delta time remains within a valid range.