

Project Review: What remains to be done

I have several things I'm wrapping up now for the project:

- 1) I want to get an animation for the gun to work so when you move/shoot it moves also.
- 2) I would like to get SDL working, however it has been a challenge to get it working correctly on my Windows machine so I'm not totally sure if I will have time to convert the project from GLUT to SDL like I had planned--but time permitting it will get in there.
- 3) Lastly I want to add more objects, adding physics to objects takes a bit of time so each one I add can add hours. But I will definitely add more objects.

The order of events that I will work on to get this done is animation for the gun, more objects, then if time permits SDL with sounds.