ASSIGNMENT 1

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Not Finished Features

- None

File Structure

- src – the source file folder

  - fruit_tetris – Main function, OpenGL related function
  - game_manager.cc – Elegant game manager with game states
  - init_shader.cc – Used to read shader

- include – the header file folder

  - lib_consts.h – Constant variables header
  - lib_gl.h – Include GL related header
  - init_shader.h – Used to read shader
  - game_manager.h – Elegant game manager with game states
  - glm – OpenGL math library

- cmake – the cmake findmodule file folder

How to use

- Mac

  - Use `Clion`
  - Manual compile
    - `cmake .` (Optional)
    - `make`
    - `./FruitTetris`

- Ubuntu

  - Use `Clion`

- Manual compile
    - `cmake .` (Optional)
    - `make`
    - `./FruitTetris`

- If `make` in ubuntu not well, you should remove depend and try to run `make` twice.

Additional Features

- Cross platform (Clion + Cmake)
- Following Google C++ Style, well commented
- Self-write almost all the skeleton code with comment
- Put all constant values to one header file, elegant and easy to modify
- Four different game mode by press key `1` , `2` , `3` , `4`
- Press `p` to pause the game and again to resume