Journal Template

**Date**: 08/07/2025

**Lab Exercise**: Lab 1 SFML Basic Concepts

**Link to final github commit for this lab**: [Lab 1 Repeat Done](https://github.com/DanielMendioza/2DGameProgrammingLabRepeats/commit/35a35d25f44f98f29c599c12eb462fc056d49cf8)

**Link to screencast on your onedrive account**: [url here]

**Reflection**: Learning how to install SFML and its thor addition was a challenge that required me to ask fellow classmates for advice on where some things could go, but afterwards it was easy for me to remember how to set textures, rotate and put the origin with stuff i used a lot like m\_sprite.getGlobalBounds().width/height / 2 respectively.

Still learned new things like the difference between setRotation and Rotate (the latter being an addition to the angle and the first being an overwrite of the one already set)