**Advanced Games Programming Assignment 1 – Basic Game Engine**

We were tasked to code a very basic game engine in Visual Studio 2015, consisting of a robot roaming around a small map and looking for collectible objects.

The project consists of these components:

**Winmain –** The main function, which creates the Window for OpenGL to draw in, handles the input calls and puts the program in a loop until the program has exited.

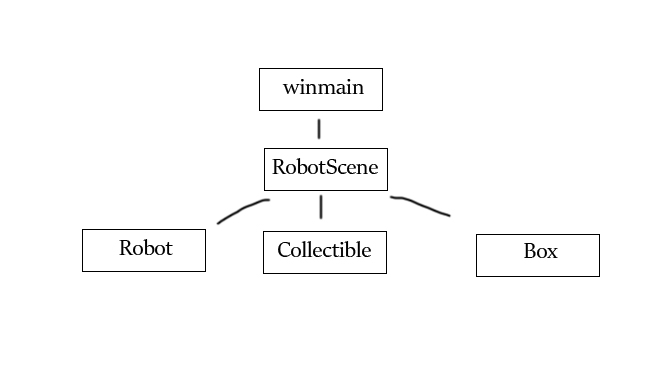
**RobotScene –** The scene/level of the engine, which places all the objects in the necessary locations. Had there been interactions between the objects, this class would be taking care of them.

**Robot –** The playable character, consisting of a few scaled cubes to form a body of a robot. The player can use the A and D keys to turn in place and the W key to move towards the currently facing direction. The robot has an animation while moving.

**Collectible –** Draws an object resembling a diamond and rotates constantly.

**Box –** Used to form the surrounding environment, it draws a box of a given size in the given position.

**Diagram**

****