Puzzle 1: Build Your First Snowman

Provided material:

- Locate and clone the puzzle repository:
    - https://github.com/Tpimp/GuiWeek1Puzzle (Qt/Qml)
    - https://github.com/masisaries/CST-238 (Unity)

After cloned you will have a base project to open and begin working with. You have also been provided images to help build the snowman described below.

Puzzle:

Jane from the *Design* department has built a mockup of the **Snowman Scene** shown at the beginning of the game.

Your technical team lead Todd has started the scene but does not have time to finish it. He has asked that you work on adding the snowman to the scene. Don't worry about the snow falling, he will add it in later.

Objective:

1. Make sure your clone exists on a local drive. Open the provided project through QtCreator->Open Project.
2. Using *Rectangle* and *Image* objects plus the artwork provided, create a snowman in the scene.
3. Then using the *Text* object add your name to the scene (make it visible).

Do's:

Make your snowman as a modular object (if using QML)

Don'ts:

DO NOT Use an image to represent the snowman, use objects and anchors.

FUN:

Attempt to make your snowman "resizeable" . I.e.

SnowMan
{
        width: 100 // changing width will resize all internal "SnowBalls"
        height: 300 // changing height will resize all internal "SnowBalls"
}

Hint: Use property bindings