ASSIGNMENT 2 – 2D HOUSE USING OPENGL C++ (10 MARKS)

In assignment 1 – You came up with sample 2D shapes that inlcuded the use of polygons. Based on the knowledge you gathered, draw the diagram below and host your code on Github.

Required:

- All group members must fork the project from the host and contribute to it.
- Make use of git ignore to address all the possible differences in the projects made on different platforms.
- Presentations will be made in class.