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## Introduction

In this worksheet you have to develop a Framework that can be used as basis to build a game or demo. This framework should use OpenGL, GLEW and SDL2.

To complete this worksheet, build an application which implements the following:

- (a) Intialise SDL2
- (b) **Create** a Window which can be configure with different sizes, titles and can be toggle to full screen
- (c) Create an OpenGL Renderer
- (d) Initialises GLEW
- (e) Runs a Game Loop
- (f) Exits when escape is pressed on the keyboard
- (g) Cleans up all resources when application exits

## **Submission instructions**

Begin by **forking** the GitHub repository at the following URL:

https://github.com/Falmouth-Games-Academy/comp220-worksheetA

You should complete a pull request before the hand-in on Friday by 5pm on Week 4. Feedback will be given in the pull request and in class.

## Marking criteria

Remember that it is better to submit incomplete work than to submit nothing at all. If you do not manage to finish all assigned task, then you can complete this before the submission of Worksheet B

To demonstrate **basic competency**, complete the following:

- Initialisation of SDL2
- Create of a basic Window
- Cleanup after exit

To demonstrate basic proficiency, complete the following:

- Achieve basic competency
- Initialisation of OpenGL
- Initialisation of GLEW

To demonstrate **novice competency**, complete the following:

- Achieve basic proficiency
- Implement Game Loop

To demonstrate **novice proficiency**, complete the following:

- Achieve novice competency
- Application exits when key is pressed
- Some evidence of software design
- Some evidence of reusability (functions, classes, inheritance)

To demonstrate **professional competency**, complete the following:

- Achieve novice proficiency
- Evidence of good software design (unit tests, static code analysis)
- Evidence of reusability (Framework is compiled into a library and can be reused)