**INFO-3111 Summer 2024 – Checkpoint #4**

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| **Due:** At the start of class, **12:00 PM (noon), Thursday, May 23rd, 2024** |
| **Submit:** Your screenshot to the submission folder in FOL |
| **Worth/weight/mark value:** approximately 1%  (There will be up to 12 checkpoints, *all together worth 10%*, and the lowest two marks (including marks of zero/no submissions) being dropped (not included in your mark). |

Update (or create) your checkpoint #4 “scene” by:

* Storing the properties of the meshes in a human readable (text or otherwise) file.   
  Specifically these properties:
  + Mesh name
  + Position
  + Orientation (rotation)
  + Scale (uniform scale is fine, or the x, y, and z values separately)
* You need to save and load this file, so if you edited the file, and loaded it, it would show a different or changed scene.
* Add keyboard controls to select individual meshes (in the scene) and to update the objects:
  + Position
  + Orientation
  + Scale

Submit a brief ***video*** showing:

* Visual Studio launching your code.
* Somewhere on the screen it should have your name, student number, and date + time.
* Demonstrate that the keys can select and change the three properties.
* Exit your application.
* Open the “save file” showing how you stored the properties.
* Manually update the file (I’d suggest the name of the mesh) and reload, showing that the scene is really being read from the file.