James Moran – Q12494305

This report shows the development process for the <name-pending> DirectX application.

James Moran CGP600 AE2 – Individual Project Report

Contents

# Introduction

# Initial Development Actions

I started off by using an older Tutorial project (Tutorial 08 Exercise 01), as a basis for this assignment’s project. This is because I deemed this project the most advanced working version of the project (no memory leaks), which is also stable. I went through the code, refactoring suitable functions/methods, as well as properties, into classes, with respects to which actions these methods/functions perform and which class would require the respective properties for such.

There is a global function (called in the scope of Main.cpp), that initialises the classes. When this function is called in the WinMain() function, assert() macro-calls are used to make sure the pointers to these classes, are valid. (cplusplus.com, 2000-2017)

# References

1. © cplusplus.com, 2000-2017. *assert* [viewed on the 29/11/2017]. Available from: <http://www.cplusplus.com/reference/cassert/assert/>