# Final Project Assignment General Requirements

The project should:

1. Compile under the C++17 standard on Linux Ubuntu 18.04/20.04 OS
   1. Bonus points for keeping it cross-platform (the same code should successfully compile & run on other OS. For example, Windows 10)
   2. Keep in mind that if your project **fails to compile** under Linux Ubuntu 18.04/20.04 OS - **it will not be evaluated further**
2. Use the CMake tool
3. Use Hardware Accelerated Rendering and should be able to achieve 30 FPS on Full-Screen (or the project maximum window size capacity)
   1. Bonus points for achieving 60 FPS. More is not needed
4. Provide additional instructions on how to start the application (if it involves multiple steps)
   1. Additional instructions (if any) should be provided in a file called “README.md” in the root project folder
   2. Example:

|  |
| --- |
| #run Cmake cmake ..  # compile the project  make -j  # run asset generation program  ./asset\_generation  # execute the program  ./my\_project  # enjoy |

1. Happy brainstorming :)