

VGP230 2D GAMES PROGRAMMING

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Assignment 1 - HelloX

-> Make the sprite move by itself and bounce off the border. Once it hits the border, reverse direction. (Should look like an old DVD screen saver!)

-> Extra challenge: make two separate sprites do this! Start in different locations with different speeds.

-> For handing in week-to-week assignments, I only need the source files (.h/.cpp), NOT the whole project/solution

-> gitlink.txt with git repo link in omnivox