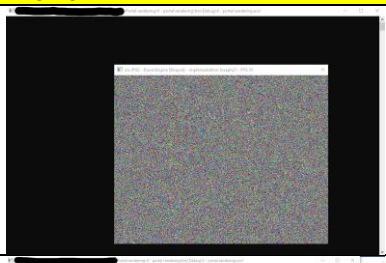
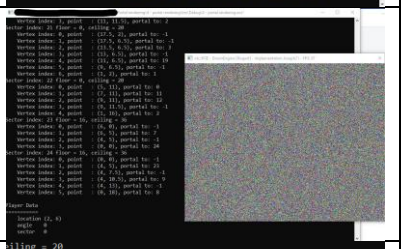
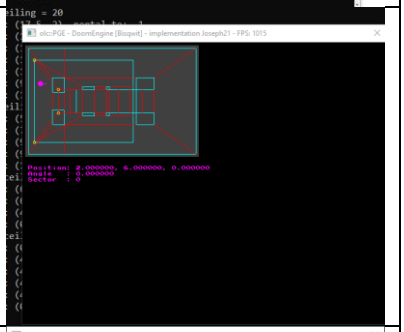
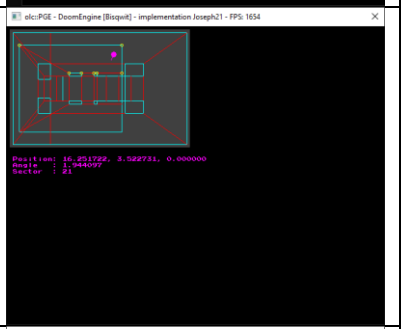
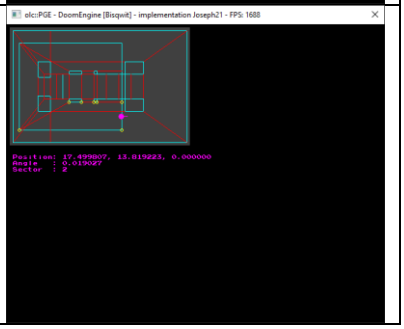
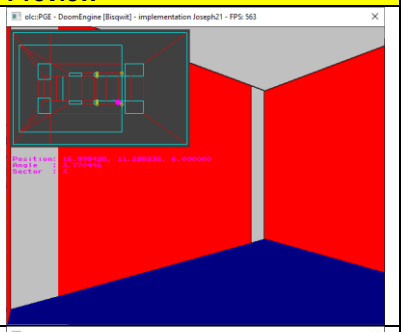
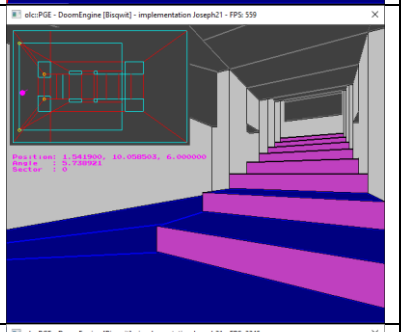
Portal rendering implementations series

Based on Bisqwit video (https://youtu.be/HQYsFshbkYw)

Joseph21, August 15, 2022

All source files on: https://github.com/Joseph21-6147/Portal-rendering

Nr	Source file name	Subject	Preview
1a	`main - part 1a - setup PGE, datastructures.cpp`	Only setup of the PGE skeleton program and definition of the Sector and Player data structures needed.	
1b	`main - part 1b - Load- and UnloadData.cpp`	Implementation of data input and parsing into the data structures	
2a	`main - part 2a - map and player drawing (2D).cpp`	Added: 2D map drawing, with player and direction indicator in it - Just the drawing, there's no player movement yet.	
2b	`main - part 2b - MovePlayer() and user interactioncpp`	Player (horizontal) movement (forward, backward, strafing and rotation). No collision detection yet.	
2c	`main - part 2c - horizontal collision detection.cpp`	Collision detection for the horizontal player movements, to prevent walking through walls, stairs, etc.	

Nr	Source file name	Subject	Preview
3a	`main - part 3a - initial portal rendering.cpp`	Added: the first (initial) and limited form of 3D portal rendering – adjacent portals are displayed as placeholders.	
3b	`main - part 3b - incremental portal rendering.cpp`	In this implementation the adjacent portals are rendered as well, using a queue and looping throught it until it's empty.	
3c	`main - part 3c - slomo demo version of rendering algorithm.cpp`	This is a special implementation (not part of the progressive series), that is created to illustrate (in slow motion) the rendering process.