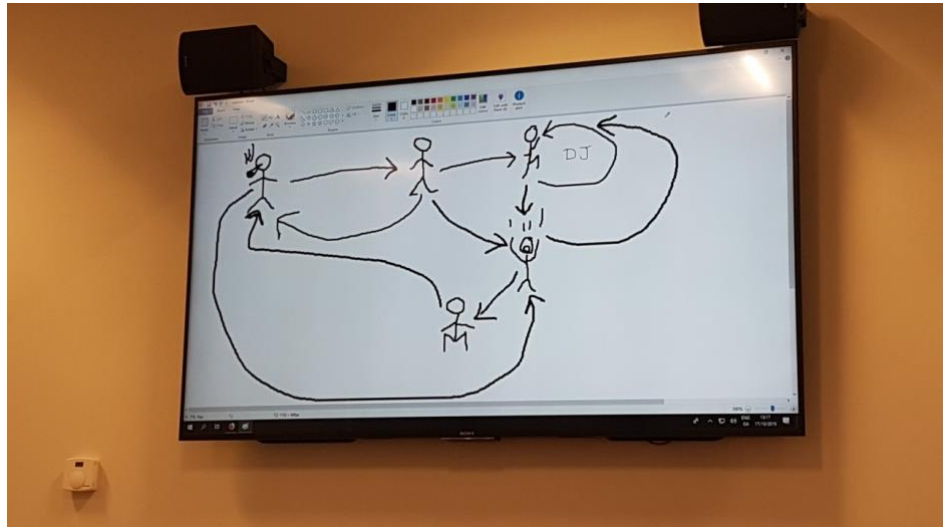


Practical 03

Gameplay Programming I

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- | | |
|-----------------|---|
| 1. Command Line | Implement a command line FSM based on lecture |
|-----------------|---|
-



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- | | |
|---|--|
| 2. Edit file main.cpp within StarterKit | Modify main.cpp and grid.png so that it includes 6 Animations (must include Idling); |
|---|--|

- Swordsmanship
- Shovelling
- Walking
- Jumping
- Idling
- Hammering
- Climbing

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- | | |
|----------------|---|
| 3. Edit States | Edit states so that transitions to each animation works |
|----------------|---|
-

Demonstrate completed Header, Cpp, Texture and Game Project files at the end of the LAB and ensure program been checked

Student Name		Student Number	
Date		Checked	
Group	A / B		