Devin White

CS 6610

Project 1

**What you implemented.**

I implemented all the project specifications:

viewport size specified at 1920 x 1080  
ESC key closes the window  
Background color set to light blue/bluish Green  
Animated BG color:

**What you could not implement:**

Implemented everything

**Additional functionalities beyond project requirements.**N/A

**How to use your implementation.**The executable is in the folder path ..\DevinWhite-Project1-HelloWorld.zip\Project1\x64\Release  
  
Otherwise, if that doesn’t work:Make sure needed freeglut/opengl libraries are connected to the project(specified below), compile, then run.  
Esc closes the window.

**What operating system and compiler you used.**

Windows, used visual studio compiler(cl.exe?)

**External libraries and additional requirements to compile your project.**Libraries: FreeGlut, OpenGL  
Things I did to compile   
in project settings: These should be filled in by default but just in case:  
C/C++  
 General:  
 Additional Include directories: ..\..\Project1\include  
 Preprocessor:   
 Preprocessor Definitions: NDEBUG  
 Linker:  
 General:  
 Additional library directories: ..\..\Project1\lib  
  
Freglut.dll in local directory and System32(not sure if required, but to be safe)