# DOTS

## Assignment

## G

- The game runs above 60fps consistently with 1000 dots on screen
- Implemented Quad tree for collisions
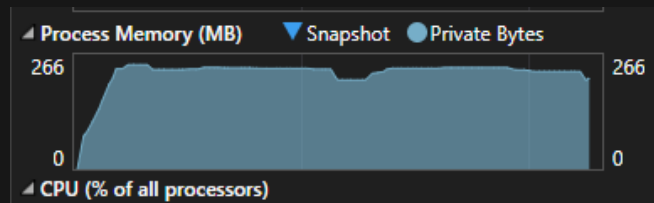- The game keeps it's integrity (behaves as it should with no bugs)
- No memory leaks

## Instructions

- Download the DOTS engine on omniway
- Unzip and open the solution
- The game contains bugs by design, these are to be fixed as you find them
- As you code, you are free to change whatever you like, aslong as the game behaves according to the rules mentioned in previous slide

## VG

- All G requirements
- The game runs above 60fps consistently with 2000 dots on screen
- Update existing code to be more readable, with consistent coding conventions & code style
- Thread the following :
  How dots move
  How dots are rendered

## Hand in

Submit a video showcasing all G Requirements (and VG if you are going for that), maximum length of video 10 minutes. Atleast 1 minute should be uninterupted footage of the game running

Make sure to also show the process memory in the 1 minute of uninterupted footage.

| ◢ Process Memory (MB) | ▼ Snapshot | ● Private Bytes |
|---|---|---|
| 266 | | 266 |
| 0 | | 0 |
| ◢ CPU (% of all processors) | | |