

Project: Simple 2D Scene

Your first project is to create a **simple** 2D scene.

There is an example of the project here: <https://youtu.be/ID1Vo1CrB2M>

What are the requirements for the project?

The following are **required** to earn points for the project:

At Least 2 Objects (50%)

- There needs to be at least 2 different objects in the scene that use different textures.
- You can use any images you want, or you can use images from the github repository.

Movement (25%)

- At least one of the objects is moving (using translation).

Rotation (25%)

- At least one object is rotating.

Any tips on how to get started or approach this project?

To avoid flickering, call `glClear`, then draw all of your objects, and then call `SDL_GL_SwapWindow`.

If I want to go that extra distance, what are some things I can add?

While **not required**, here are some ideas for things to add to your game:

- Have an object that also changes Scale.
- Move objects with a pattern besides just left to right or up and down.

I'm stuck working on my project and can't figure something out. How can I get help?

Students can reach out to me anytime: cguida@nyu.edu - If you are emailing me for help with your projects, **upload your entire project to github** and email me with the link (I need to see everything so I can help you).

Do not email screenshots of your code.

Additionally, there is a forum in NYU Classes where **students can help each other**.

How do I submit my work?

Commit your code to your GitHub repository. Post the link to your github in the **Assignments** area in NYU Classes. For example, your link might look like:

<https://github.com/tonystark/CS3113/P1/>

If you are having difficulties with github, you can **.zip your entire project** and post a link to google drive. Make sure your google drive link is **accessible to everyone** so that myself and the TA can access it.

Due by 11:59pm means your project was successfully uploaded and a link was submitted to NYU Classes by that time. Start uploading your project at least an hour before the deadline. **Projects received 1 minute late are considered to be a day late.**

If there are any issues with uploading your project, you must **email me before the due date**.

While I check email regularly, **do not expect a response over the weekend or close to deadlines**.

Your code must compile. Code that does not compile will receive a grade of 0.

Late projects will have **10 points deducted per day**. Late projects will **not be accepted after 2 days**.