Checkers3D

Opening the Project:

The project has been exported to Eclipse, but it’s not compatible with Gradle, the build system I used.

You’ll be able to look at the code, but it won’t build.

To run the project, go to the dist/ folder and click on Checkers3D.exe.

Documentation:

I’ve tried to comment the code as best I can, but I’m obviously not going to be able to explain a whole graphics API in code comments. Open OpenGL.doc to get a better explanation of what’s going on.

Instructions:

Right click and mouse wheel moves and zooms the camera. Left click to select and move pieces.

Enjoy! (it enough to give me a good mark)