

Planes are not selected properly

Description

When pressing the Tab Key to select different planes the bounding box is not drawn around the selected plane while it is moving.

Steps to Reproduce

1. Run the game entering the “./as3” command in the terminal while inside the *build* directory
2. Press the Tab key to select a plane
3. Press the W Key, D Key, A Key, or S Key to move the plane in any direction

Environment

C++

Raylib C++ wrapper library

Microsoft Visual Studio Code

Expected Results

When a plane is selected a bounding box will be drawn around it and the bounding box will not be drawn around planes that are not selected. Around the selected plane, if it moves the bounding box will follow the plane and continue to be drawn around it.

Actual Results

A bounding box is always drawn at the initial position of the middle plane even when the Tab Key is pressed to select the first or last plane. In addition, when all the planes have moved outside of their initial positions the bounding box is still drawn at the same position. Also does it not follow the selected plane when it moves as it remains in the same position.

Notes

This is most likely an issue with the rendering portion of the game as it doesn't affect any other component.

Attachments

