|  |  |
| --- | --- |
| 1. Port file Matrix3.cs ([Gameplay Programming I LAB 06 Starter Kit](https://bitbucket.org/MuddyGames/gameplay-programming-i-lab-05)) to C++ | Test file by passing hardcoded vertex data  Create a Matrix3.h and Matrix3.cpp |
| 1. Port file Vector3.cs ([Gameplay Programming I LAB 06 Starter Kit](https://bitbucket.org/MuddyGames/gameplay-programming-i-lab-05)) to C++ | Test file by passing hardcoded vertex data  Create a Vector2.h and Vector2.cpp  Create a Vector3.h and Vector3.cpp |
| 1. Integrate into a Command Line Game Project | Pass hardcoded vertex data to Matrix3.cpp, Vector2.cpp and Vector3.cpp |

**Demonstrate completed Header, Cpp and Game Project files at the end of the LAB and ensure program been checked**

|  |  |  |  |
| --- | --- | --- | --- |
| **Student Name** |  | **Student Number** |  |
| **Date** |  | **Checked** |  |
| **Group** | **A / B** |  |  |

|  |  |  |
| --- | --- | --- |
| **0 -35** | **35-75** | **75-100** |
| * A selection of the basic library requirements have been implemented to a basic level * Library implementation will achieve minimum functionality * Library implementation may contain some syntax and/or run-time errors * Library implementation code will be poorly commented and/or formatted * Library implementation will contain basic features; application will not be tested properly * Library implementation code will not follow applicable coding conventions | * Library implementation requirement have been implemented to an acceptable level * Library implementation will achieve expected functionality which includes all listed collisions. * Library implementation will not contain syntax and/or run-time errors * Library implementation code will be reasonably commented and/or formatted * Library will be tested to a reasonable degree * Library implementation code will follow appropriate coding conventions * Library will include   + Vector2   + Vector3   + Matrix3 | * Library implementation requirement have been implemented to an advanced level * Library implementation will achieve expected functionality which includes   + Vector2   + Vector3   + Matrix3 * Library implementation code will be well commented and/or formatted * Library will be expertly tested * Library implementation of code will follow coding conventions * Library implementation will include  **public** Vector3 Rotate(Vector3 pt, **int** \_angle) |