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Intro to Game Programming

Program #2

**edu.unomaha.nhippen.matrixtransformation**

This package contains all of the classes, as the project was relatively small.

MatrixTransformationApplication.java

This is the starting point of the application (at the bottom) as well as the heart of it. This class does all of the standard setup stuff. It also holds all of the needed logic for each of the 3 objects, and the logic used to construct them.

Drawable.java

An interface that defines an object as drawable, meaning it can be drawn with a graphics object.

VectorObject.java

Defines a drawable polygon object that holds the vectors that make up the object as well as the properties color, location, scale, and rotation. It can be constructed by providing the number of sides you would like the polygon.

KeyboardInput.java

There were no changes made.

Matrix3x3f.java

There were no changes made.

RelativeMouseInput.java

There were no changes made.

Vector2f.java

There were no changes made.