

CS 250 Lab-1: Rubrics (Check completed rubrics)

Name (Please PRINT): Cody Morgan

☒1: Your submission (**pbo.cpp** and **glslshader.cpp**) compiles and links and executes in Release mode using the conventions established in the specs. By checking this box, you've verified that your executable executes correctly from **./Samples**. If the submission doesn't compile, or link or execute, grade is 0 points.

☒2: Submission is able to stream images generated by the emulator on a per-frame basis. Make sure that your submission copies a new image every frame to make it apparent that streaming is successfully implemented. [100 points]

Was this assignment useful or not useful (circle one)? Any comments that will make this assignments more interesting and useful?

instructions regarding texturing. We did it last semester yes, but how hard would it be to attach it?

Time taken to complete the assignment: 10 (hours)

DECLARATION:

I have read the statements regarding plagiarism in both the CS 250 course handout and DigiPen student handbook. I affirm with my signature that this is my own solution to Lab-1 and the submitted source code represents my own work.

Signature: 