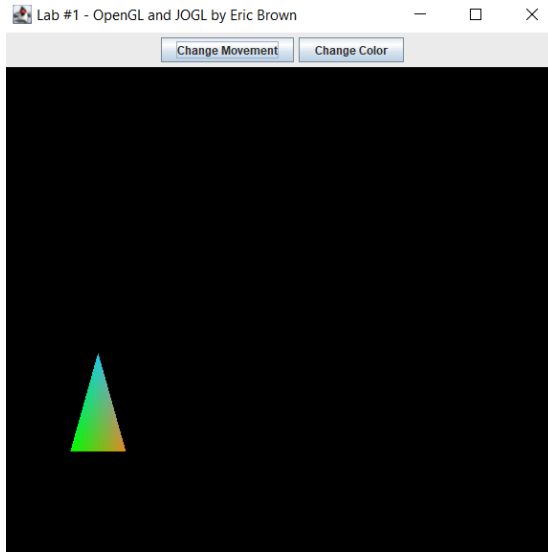


CSC 155-02  
**Assignment 1 - OpenGL and JOGL**  
Eric Brown

**1. Eric Brown, Assignment 1, CSC-155, Section 2, Spring 2024**



**2.**

**3. Implemented Program Requirements:**

- a. Triangle displayed is isosceles and narrow.
- b. Movement is based on elapsed time between frames.
- c. Version numbering for OpenGL and JOGL are displayed in the console on startup.
- d. Button on the north panel of the screen to toggle circular movement.
- e. Button on the north panel of the screen to change the color of the triangle between green, orange, and a gradient.
- f. A key (1) changes the triangle's orientation between up, down, left, and right.
- g. The scroll wheel can be used to increase and decrease the triangle's size.

**4. Unimplemented Program Requirements:**

- a. There are no unimplemented requirements.

**5. Instructions:**

- a. To compile and run the program, use *compile.bat* and *run.bat* respectively.
- b. Once running, click *Change Movement* to change the triangle's movement or *Change Color* to cycle through some different colors.
- c. Press the 1 key to change the triangle's orientation.
- d. Use the scroll wheel to change the triangle's scale. Scrolling up will increase the size of the triangle while scrolling down will decrease it.

**6. My code is tested and working on lab machine POKEMON.**