Progress Report n°2 Date : 15/04/2015

Work Accomplished :

I modeled shield, mage’s hat and knight’s helmet, and I start looking on how create the game menu and the user interface

Challenges Encountered :

The SDL library is complex, and you don’t have an already done window or button class. You have to create it by yourself. So it’s difficult to understand how to create them.

Solutions Explored :

Hopefully there are tutorials on internet, which will help me a lot.

Goals :

I need to do and finish the game’s menu (when you start the game), and the user interface (when you play the game), as it is in the mockup.

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