How to open my project.

So the program is made in C++ ( named hw1 windows, the file that needs to be opened is ‘hw1-windows.sln’) and that is all that is required as it imports all the GLSL and GLM libraries on its own.

I am assuming that the lecturer has Visual Studio on their pc.

Go to visual studio installer. Once opened click on the latest visual studio version :”Modify”.

Next find : desktop development with C++.

If the check box is not checked, check it, and press on the modify in the bottom right corner.

I personally ran into a problem where VS would look in a file path that doesn’t exist to find a file. To fix this I had to install VS 2022.

If the user does not want/cant install the files I have also supplied a short video of the program, and the code for the transform.cpp code that I made.