

## Day 013 -Framework

YYYY-MM-DD - GD1P03 - Day 013 - Student Name.zip

Project: Ex1

Implement the following framework.

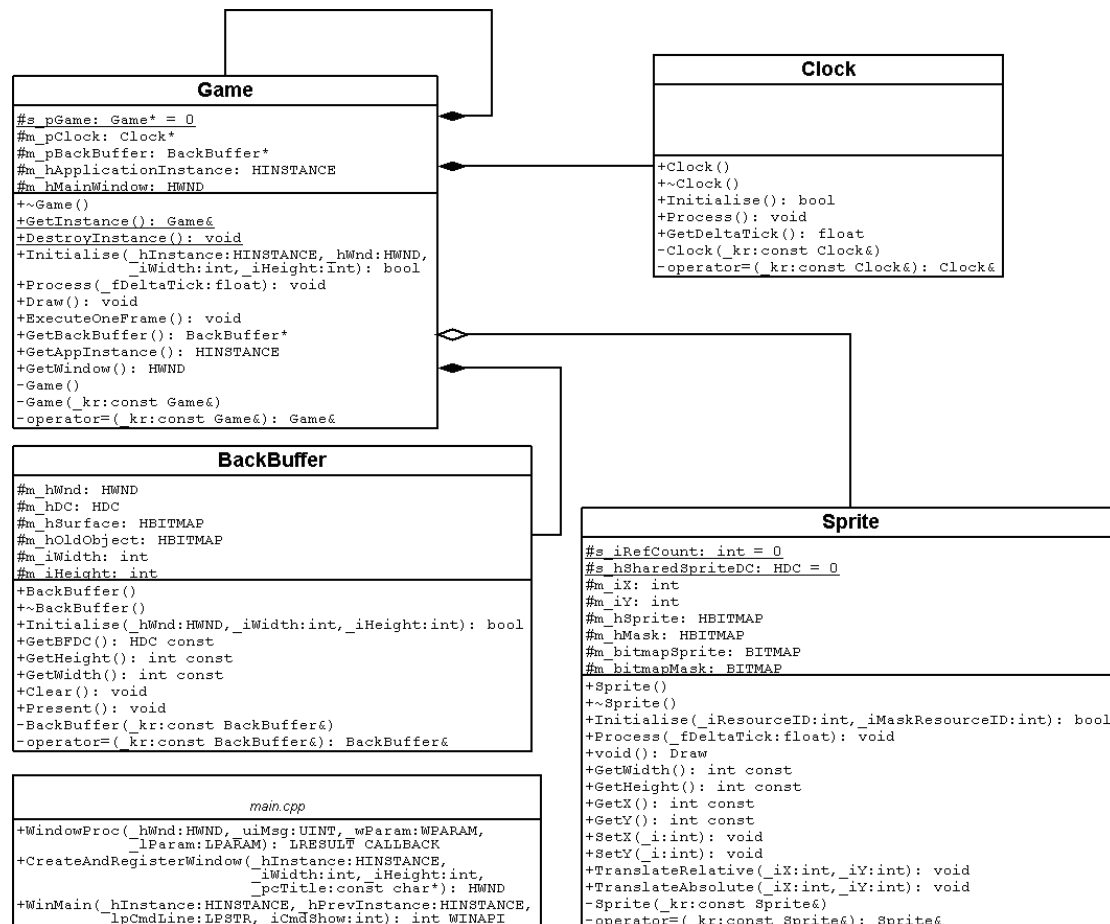


Fig.1: UML Class Diagram.

## Day 013.2 - Exercise: Test Sprite

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Project: Ex2, Filename: game.cpp

Create a test sprite in the game class, render it, and animate it by moving it around the window. Remember the sprite will need two resources, one for the sprite, and another for the mask.

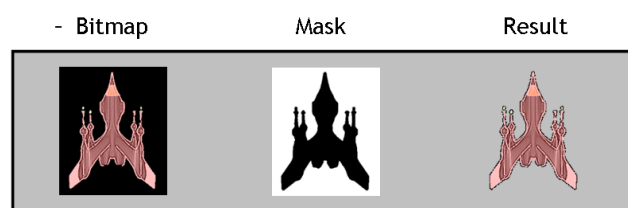


Fig. 2: Bitmap masking.