

GEMS Project 2 ReadMe

QUESTIONS COMPLETED

1. Added Physics objects and Entity Manager into our Thread.
2. Added Critical Section and Interlocking.

You can find two functions namely **SceneWithThreading()** and **SceneWithoutThreading()** you can comment and uncomment either of the scenes to test the speed of the application loading.

CONTROLS TO LOOK AROUND THE SCENE AND DEBUG

WASD to move cam

Hold "Right Mouse Button" for camera free look

Project Build Instruction :

- Open "Threading.sln" solution.
- Build the solution in Debug or Release.