

Project #2
Drawing with SDL 2.0
CpSc 4160/6160: Data-Driven 2D Video Game Development
Computer Science Division, Clemson University
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Due Date:

In order to receive credit for this assignment, your solution must meet the requirements specified in this document and be submitted, using the `handin` facility, by 8 AM, Thursday, September 21st, 2017. The handin close date is set at three days after the due date. If you submit after the due date but before the handin close date there will be a ten point deduction. No submissions will be accepted after the handin close date and no submissions will be accepted by email.

Project Specification:

For this project you must use the SDL 2.0 drawing primitives to draw a figure. These draw function primitives include: `SDL_RenderDrawLine`, `SDL_RenderDrawPoint`, and `SDL_RenderDrawRect`. There are examples that use these primitives in the course repository.

In addition, your program must include at least one C++ class that uses initialization lists and at least one overloaded operator. In using these functions, your figure must include:

1. Usage of each primitive at least once,
2. at least 7 distinct lines or shapes, and
3. at least 3 colors.

An example is illustrated in Figure 1.

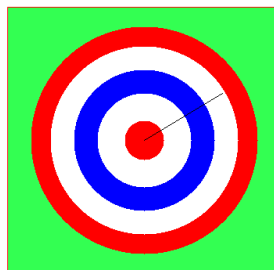


Figure 1: A target with an arrow shaft in the middle of the bullseye