

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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September 11, 2017

## **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 21<sup>st</sup>, 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.

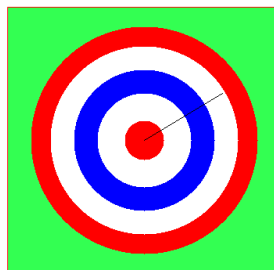


Figure 1: A target with an arrow shaft in the middle of the bullseye