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wmcdonal

CS 488 Assignment 1

Manual

Note that wire-frame mode draws the triangles as wires and not the edges of the cubes.

Multicolour mode

My interpretation of multicolour mode was that each cube should get a unique (or at least random) colour set, and that this random set should persist across draws. So to support this I modified the game.cpp and game.h code to include an id for each cube that is drawn. This way cubes can have a persistent colour but still be randomized, independent of their piece. There is a slight issue when rotating.

There are no additional features.

sum is: /usr/bin/sum

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A1:

total 1556

```
59425859 drwxrwx--- 7 wmcdonal cs488      4096 May 19 23:53 ./
94862904 drwxrwxr-x 2 wmcdonal wmcdonald  4096 May 19 23:53 src/
94862901 drwxrwxr-x 3 wmcdonal wmcdonald  4096 May 19 23:53 ./
88727781 -rwxr-xr-x 1 wmcdonal wmcdonald 1536389 May 19 23:53 game488*
78740298 -rw-r--r-- 1 wmcdonal wmcdonald   193 May 19 23:52 shader.vert
40305004 -rw-r--r-- 1 wmcdonal wmcdonald   100 May 19 23:52 shader.frag
89758723 -rw-r--r-- 1 wmcdonal wmcdonald 19198 May 19 23:39 screenshot01.png
89758720 -rwxr-xr-- 1 wmcdonal wmcdonald   411 May 19 23:39 README*
```

A1/src:

total 132

```
94862904 drwxrwxr-x 2 wmcdonal wmcdonald  4096 May 19 23:53 ./
94862901 drwxrwxr-x 3 wmcdonal wmcdonald  4096 May 19 23:53 ./
74665253 -rw-r--r-- 1 wmcdonal wmcdonald 67324 May 19 23:52 Makefile
40305003 -rw-r--r-- 1 wmcdonal wmcdonald   547 May 19 23:52 main.cpp
40305000 -rw-r--r-- 1 wmcdonal wmcdonald   433 May 19 23:52 game488.pro
40304999 -rw-r--r-- 1 wmcdonal wmcdonald  4021 May 19 23:52 game.hpp
40304998 -rw-r--r-- 1 wmcdonal wmcdonald  8507 May 19 23:52 game.cpp
40304997 -rw-r--r-- 1 wmcdonal wmcdonald  2830 May 19 23:52 Viewer.hpp
40304995 -rw-r--r-- 1 wmcdonal wmcdonald 11305 May 19 23:52 Viewer.cpp
40304994 -rw-r--r-- 1 wmcdonal wmcdonald  1185 May 19 23:52 AppWindow.hpp
40304992 -rw-r--r-- 1 wmcdonal wmcdonald  4746 May 19 23:52 AppWindow.cpp
```

A1

A1/README	55093	1
A1/game488	14713	1501
A1/screenshot01.png	12035	19
A1/shader.frag	18301	1
A1/shader.vert	29053	1
A1/src		
A1/src/AppWindow.cpp	08782	5
A1/src/AppWindow.hpp	04555	2
A1/src/Makefile	62627	66
A1/src/Viewer.cpp	27720	12
A1/src/Viewer.hpp	33347	3
A1/src/game.cpp	07196	9
A1/src/game.hpp	25789	4
A1/src/game488.pro	19755	1
A1/src/main.cpp	23255	1