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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.