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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

2015-05-19 23:54 Checksum for A1 for wmcdonal on gl11 Page 1

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

1.10 Objectives: Assignment 1

Due: Wednesday, May 20th [Week 3].

Name: _____

UserID: _____

Student ID: _____

___ **1:** Wireframe mode works.

___ **2:** Face colour mode works.

___ **3:** Multicoloured face mode works.

___ **4:** Pieces fall at three or more speeds.

___ **5:** A new piece has been added to the game.

___ **6:** The user interface works as specified (menus, mouse interaction, etc).

___ **7:** The game can be rotated.

___ **8:** The game can be scaled.

___ **9:** The game is playable (i.e., you can move the pieces as described under "game play" of the assignment specification).

___ **10:** Persistence works for rotation.

Declaration:

I have read the statements regarding cheating in the CS488/688 course handouts. I affirm with my signature that I have worked out my own solution to this assignment, and the code I am handing in is my own.

Signature:

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Check one.

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☐ I do NOT grant permission to use the images of my Assignment 1 in the course webpage or t-shirt.

Name (printed):

Student id:

User id:

Signature:

Date: