

Game Development TRS - Midterm 3 Examination 16 December 2016

- You have 2 hours to complete the assignment.
- You can use your own code to solve the exam.
- There is a Game/solution.exe that contains the expected results.
- If your code does not compile, the exam won't be accepted for submission.
- Inside your code, add a comment "// EXERCISE [1..4]" where your solution code is created.
- In the end, ZIP the whole folder and name it "lastname_name.zip". Upload it to the proper folder.

*Note: All exercises are expected to mainly use the UI code. The grade will be based in how simple the scene module is. Remove any other code from the scene. Check **Game/coords.txt** for coordinates.*

Position of the elements on screen do not need to be exact, just approximate to provided solution.

1. (2 point) Create the background image for the menu. Create the left window, including its title and button "Continue" that changes on mouse hover and click.
2. (2 points) Characters thumbnail show in the middle of the window and selector circle can be dragged only inside the thumbnail rectangle.
3. (4 points) Characters selected by the circle show up in a small window on the right, following the scroll both in x and y and with a limited visibility area.
4. (2 points) Have character selection stick to a character when drag stops.

