

## Task and work time documentation: Nico Lerchl

- **Wrapping of OpenGL functions** (time spent: 12h)
  - Vertex array
  - vertex buffer
  - vertex buffer layout
  - index buffer
  - shader
  - texture
- **Bullets and collision detection** (time spent: 2h)
  - Spawning bullets on key press
  - Only allowing a certain number of bullets at one time
  - Restricting time between bullets
  - Removing bullet on exiting of play area
  - Removing bullet and alien of collision
- **Space ship animation** (time spent: 3h)
  - Creating textures with flames
  - Cycling between textures to animate