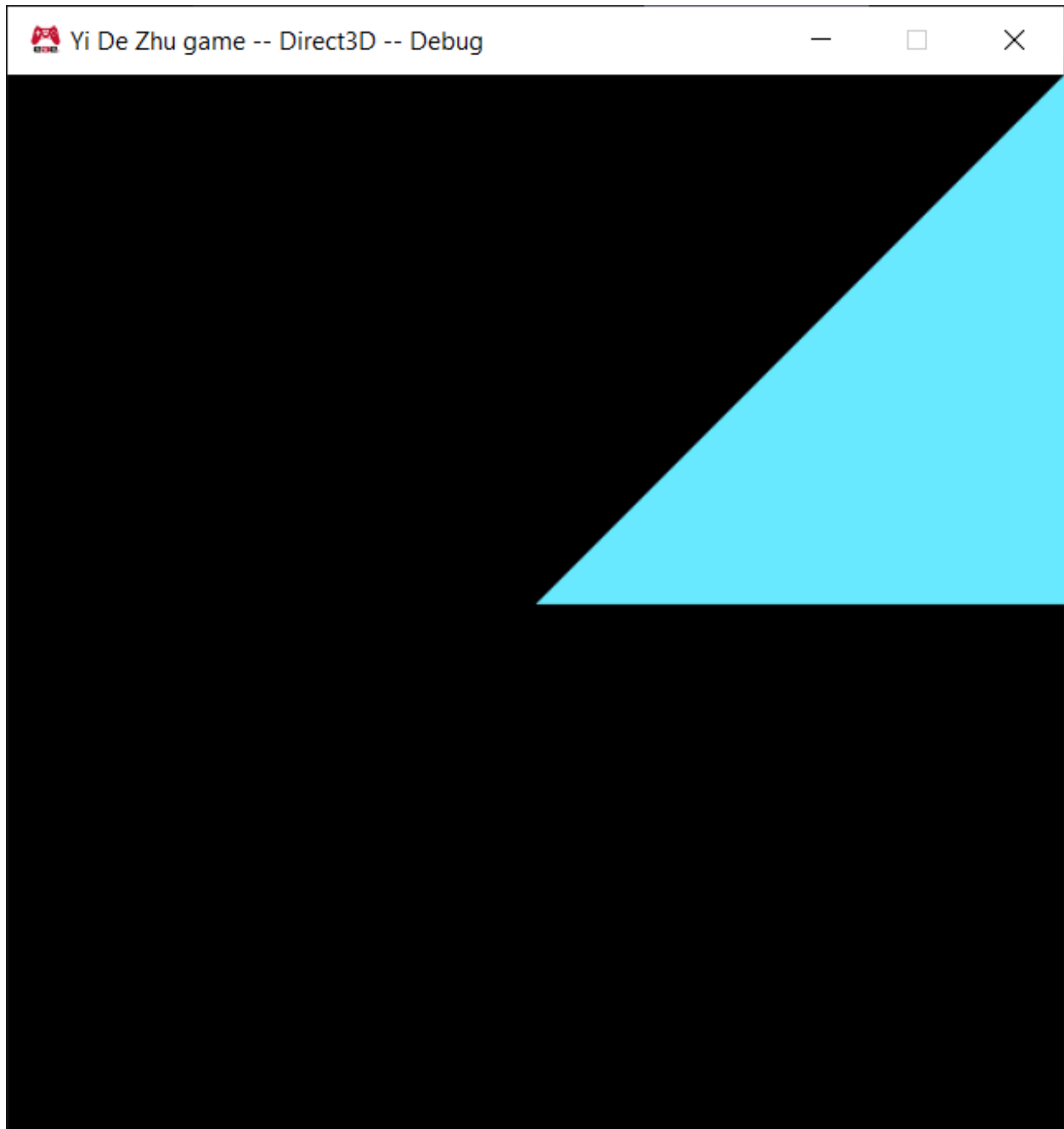
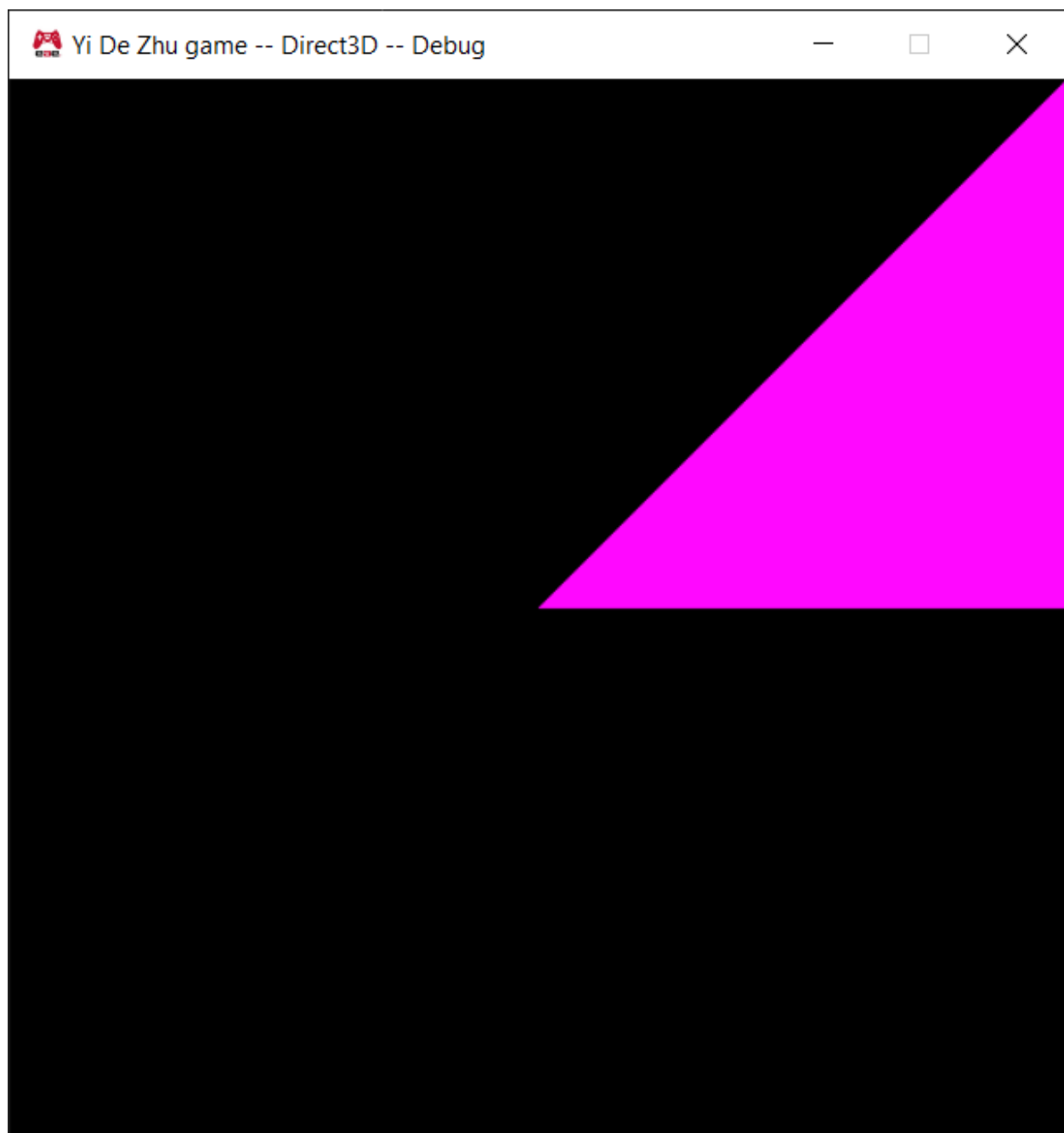
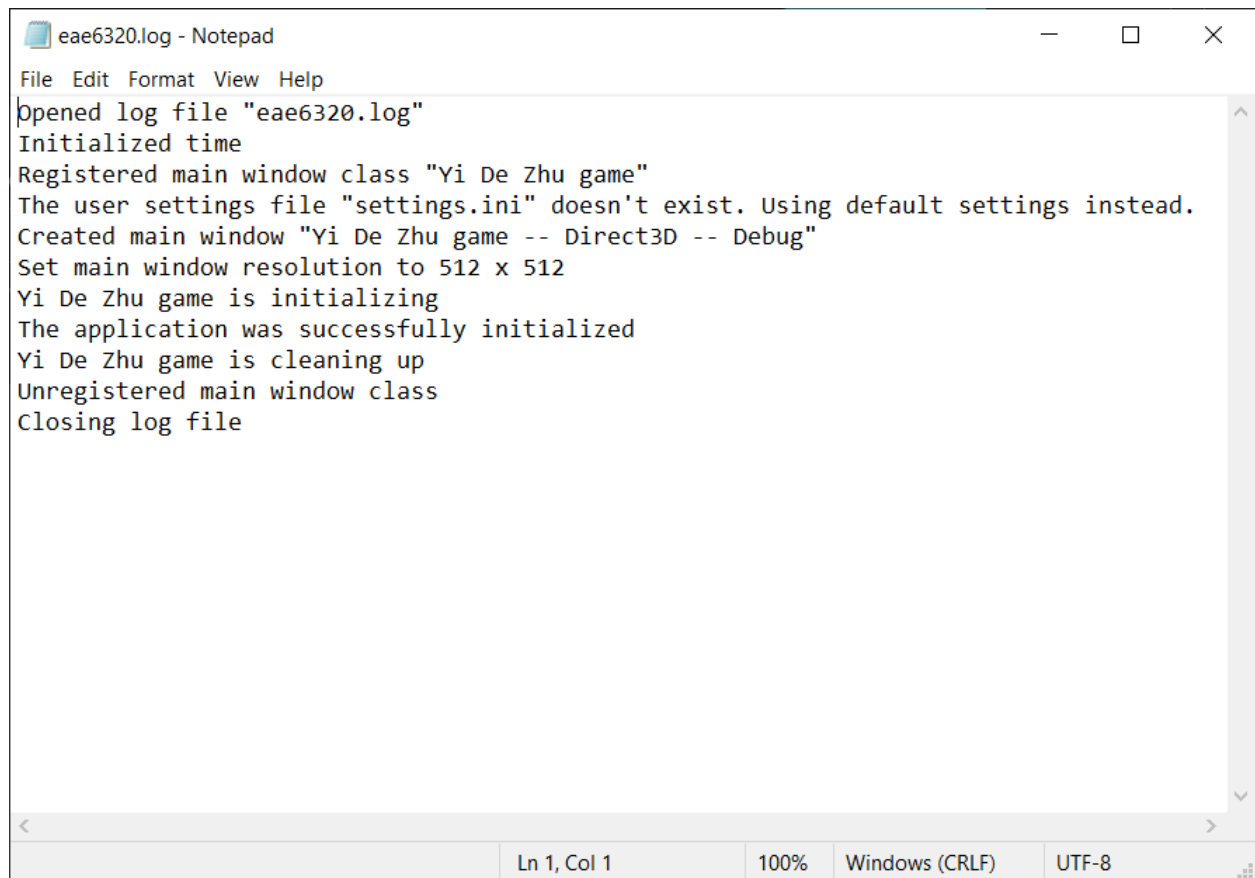


Download Link:

https://codeload.github.com/ZHU-MONEY/EAE-6320/zip/refs/heads/Assignment_01







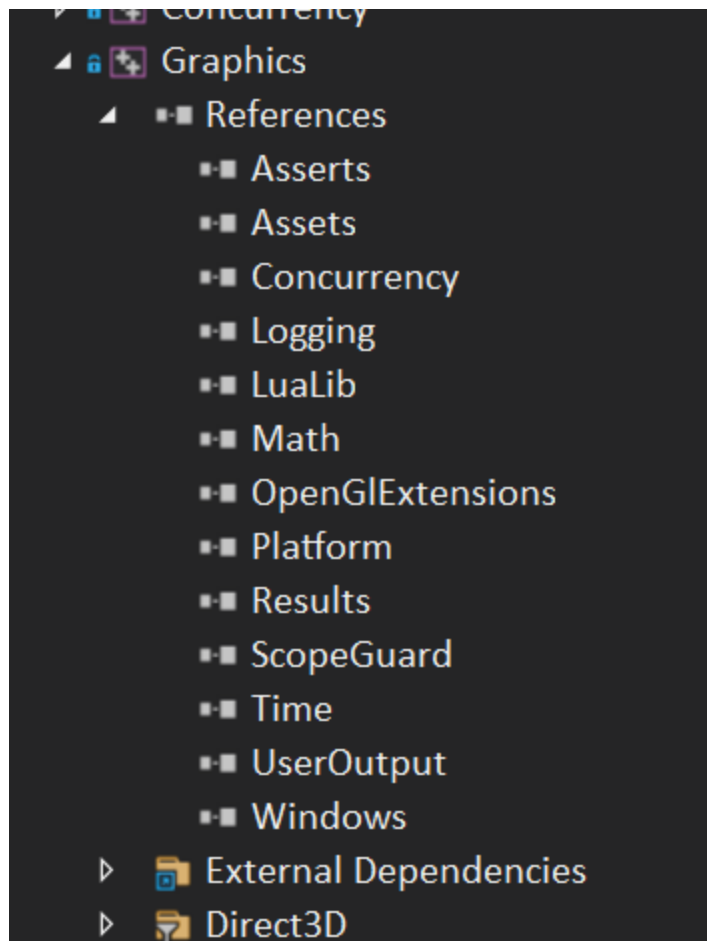
The screenshot shows a Notepad window with the title bar 'eae6320.log - Notepad'. The menu bar includes 'File', 'Edit', 'Format', 'View', and 'Help'. The text area contains the following log output:

```
Opened log file "eae6320.log"
Initialized time
Registered main window class "Yi De Zhu game"
The user settings file "settings.ini" doesn't exist. Using default settings instead.
Created main window "Yi De Zhu game -- Direct3D -- Debug"
Set main window resolution to 512 x 512
Yi De Zhu game is initializing
The application was successfully initialized
Yi De Zhu game is cleaning up
Unregistered main window class
Closing log file
```

The status bar at the bottom indicates 'Ln 1, Col 1', '100%', 'Windows (CRLF)', and 'UTF-8'.

Projects that needed Graphics as reference:

- Application
- ExampleGame
- MyGame
- ShaderBuilder



The code base is easily enough to understand, but there is a big issue, it is simply too old and description isn't complete, people were getting stuck because of their different approach to the work description. In other words, everybody followed the description step by step, but still few people would get stuck due to different reference issues.

The issue I ran into was the data folder in the output was not getting built, because there is a reference issue that is not described in the assignment, and I had fell for it due to my way of building the solution.

You need to Build the solution first, then Debug. If you clicked on Debug without a build, the automatic build that happens before the Debug, would cause the data folder not to build.

I would like to learn more about how to build an application with complicated system with API interacting with each other. My endgoal is to become a backend developer.