The problem I was tasked with was loading game objects into a scene by reading them from a file. To solve this, I first created two classes, one called ‘Object’, and one called ‘DynamicScene’. In the ‘Object’ class I created 2 members, SDL\_Surface for images, a Vec3 for the object’s position, and SDL\_Rect for screen coordinates. I also created to methods, one for setting the object’s image and one for the object’s position. The ‘DynamicScene’ class builds off the base Scene class in the project for a basic outline. In the default constructor I set up the map to contain two objects and set their values to the default. In the ‘OnCreate’ function I read from the file using fstream. I create values tied to each segment of the file and use the ‘SetPos’ and ‘SetImage’ methods to apply the values to the objects. Then I use the ‘Render’ to display the images on the screen.