cub3d

Week 1
deadline 26.6.

makefile → compilation → linux/mac check (destructor / keys)

Start of cub3d → error checks → arguments → valid input file → map format

no memory allocation

initialisation → structs → textures (walls / doors / sprites?) → colors floor/ceilling → minimap → mlx stuff

Week 2 - 3
deadline 10.7.

draw maze → floor / ceilling → walls (NSEW) → doors (animated sprite) → draw minimap

hooks → exit → moving → viewing → door opening

Week 4
deadline 17.7.

destructor → textures → other allocations → window → mlx → structs

End of cub3d

Week 5
deadline 21.7.

Testing