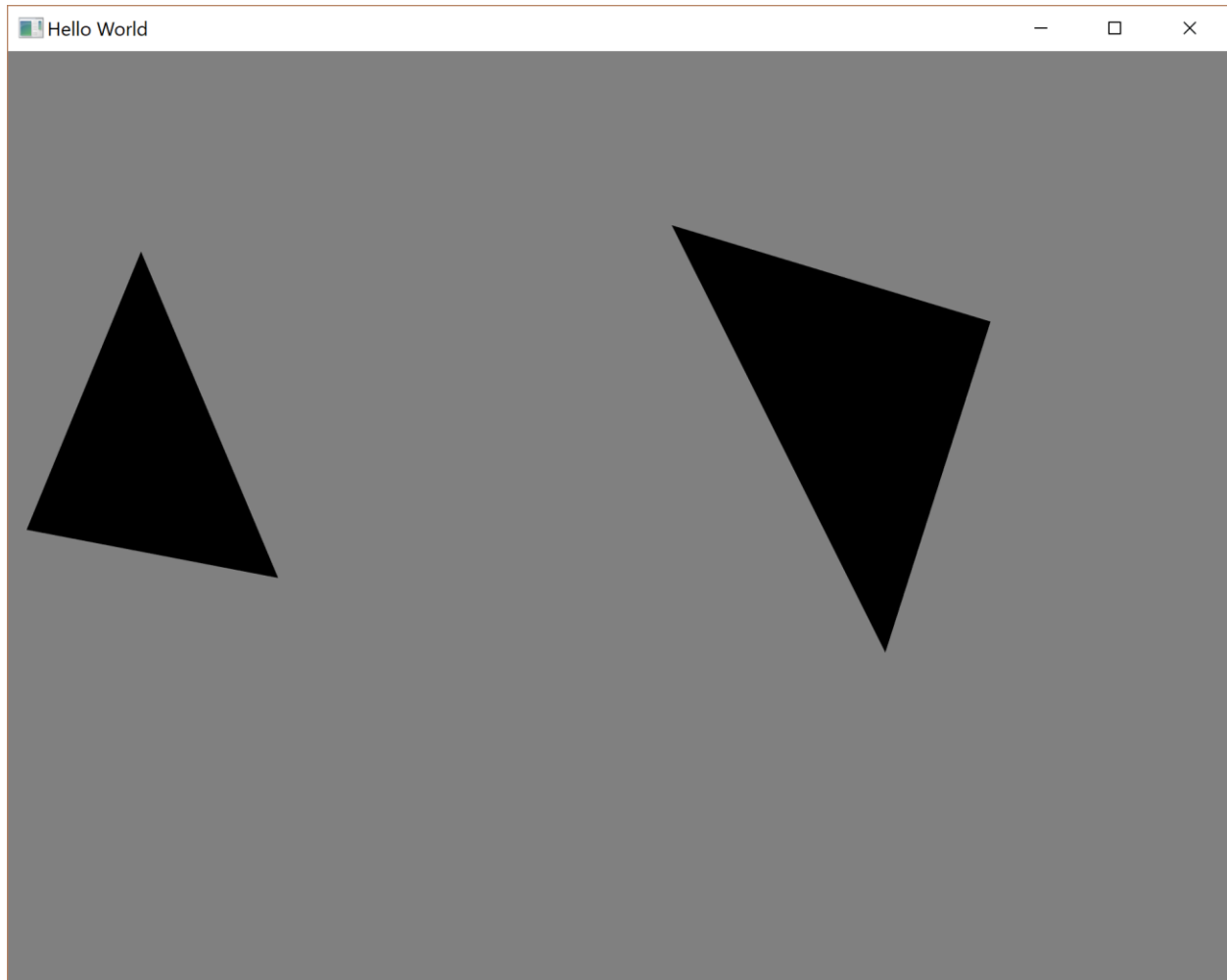


Compilation instructions, I used visual studio so you go to file -> open -> cmake then select the CmakeLists.txt file this will build the project. Then you can run the project! However, if the program runs for too long/too many buttons are pressed it will start to do odd things. My thought is they are artifacts that reappear. Also, sometimes the buttons don't always like to work when pressed and some triangles like to decide they don't want to be clicked....give it some time maybe try a few other features and come back to it, it will work then. I'm not sure why this happens I have combined through the code and have no idea why and it makes me sad.

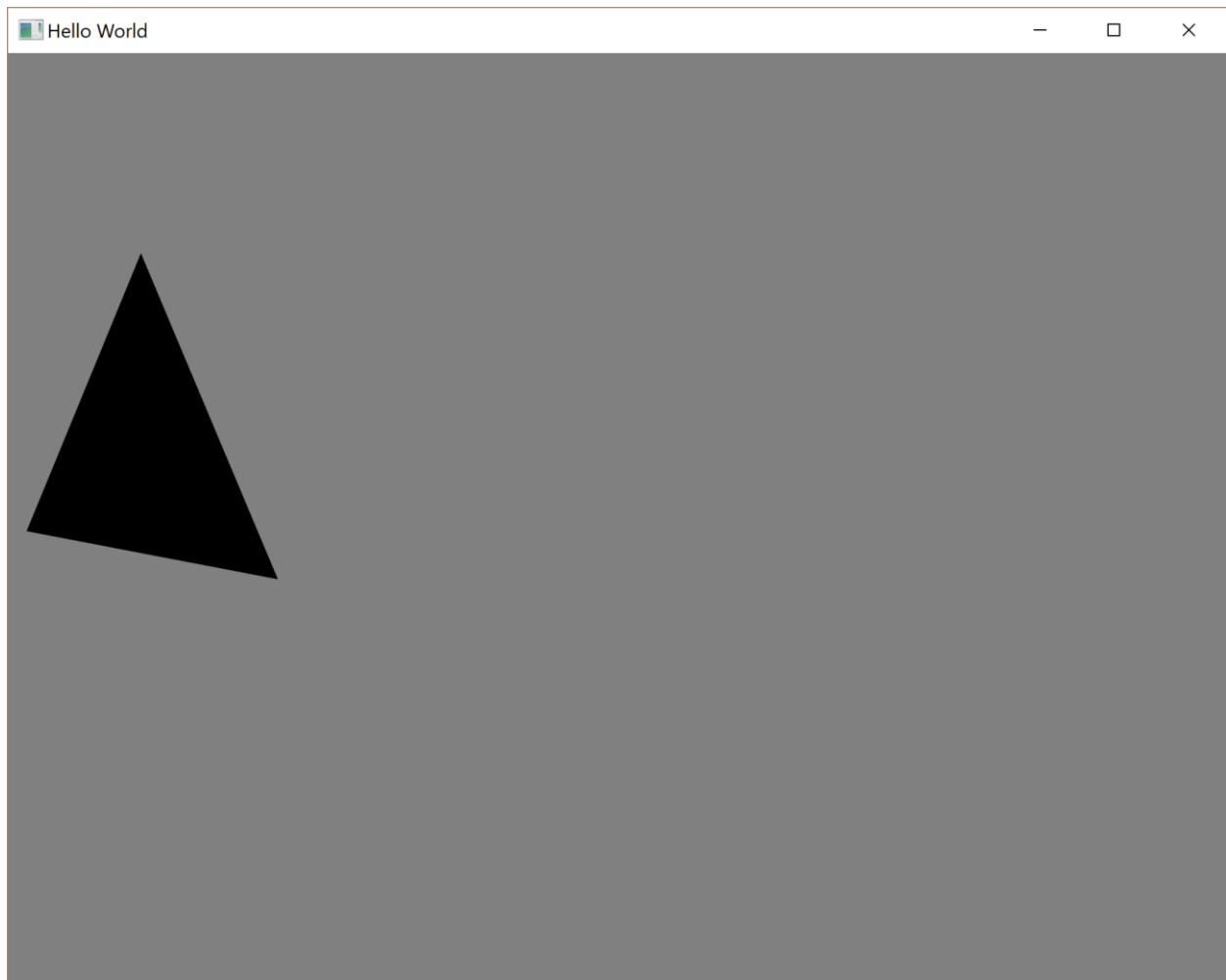
1.1

Click 'I' then click on the screen three time to form a triangle. This part doesn't work perfectly the first click shows a vertex, second makes a line (however not of the correct size or always direction...) , the third makes the triangle filled in! This function does not account for collision code that along with making the drawing portion less buggy were things I hoped to get to and debug. Also, after three to four triangles it starts to form a triangle after 2 clicks and then updating the last vertex with the third click.



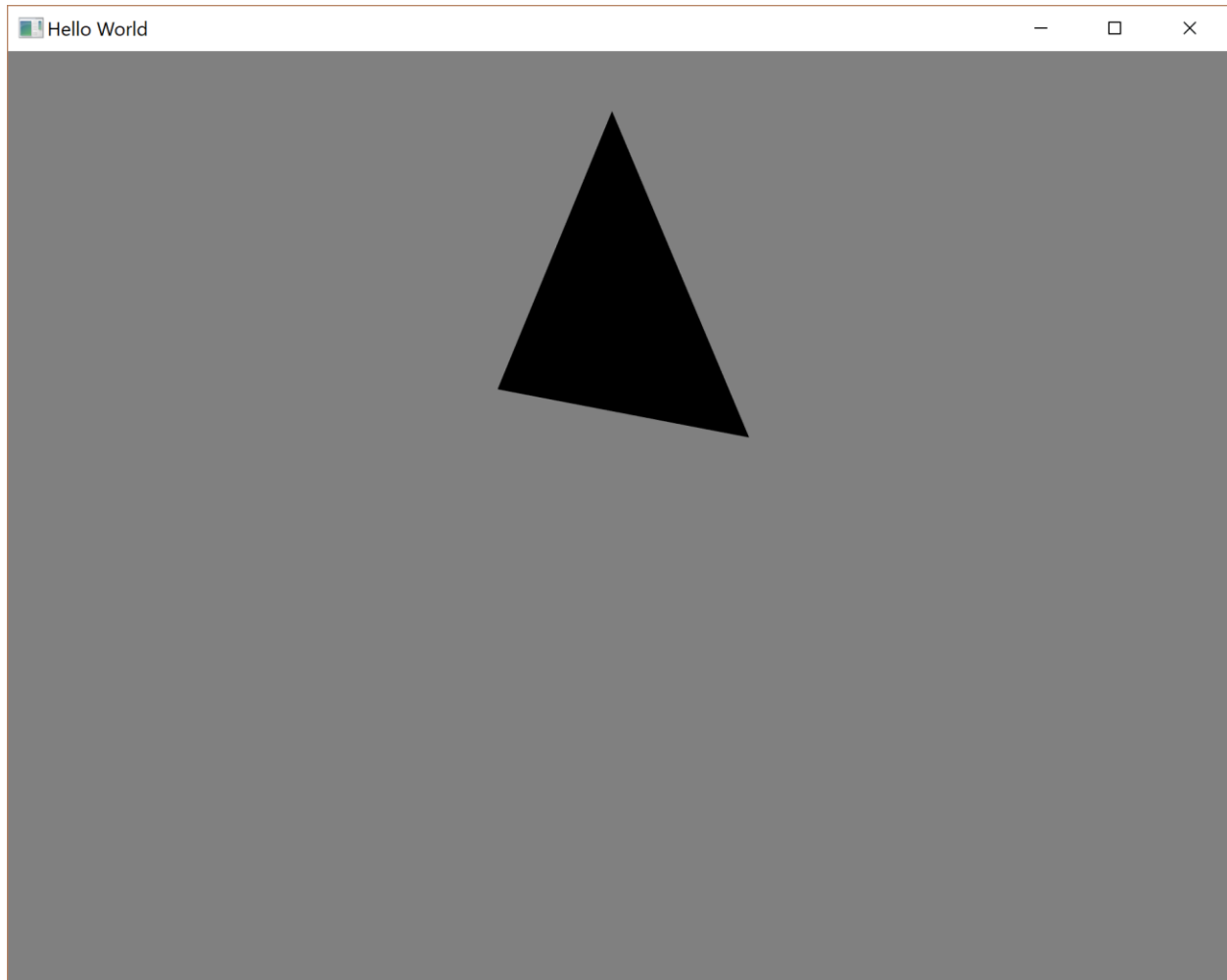
1.1

Click 'p' this activates the delete function you can then go and click inside any triangle and delete it from the view. You can delete as many or few triangles as you like, and it only works if you click within the triangle area.



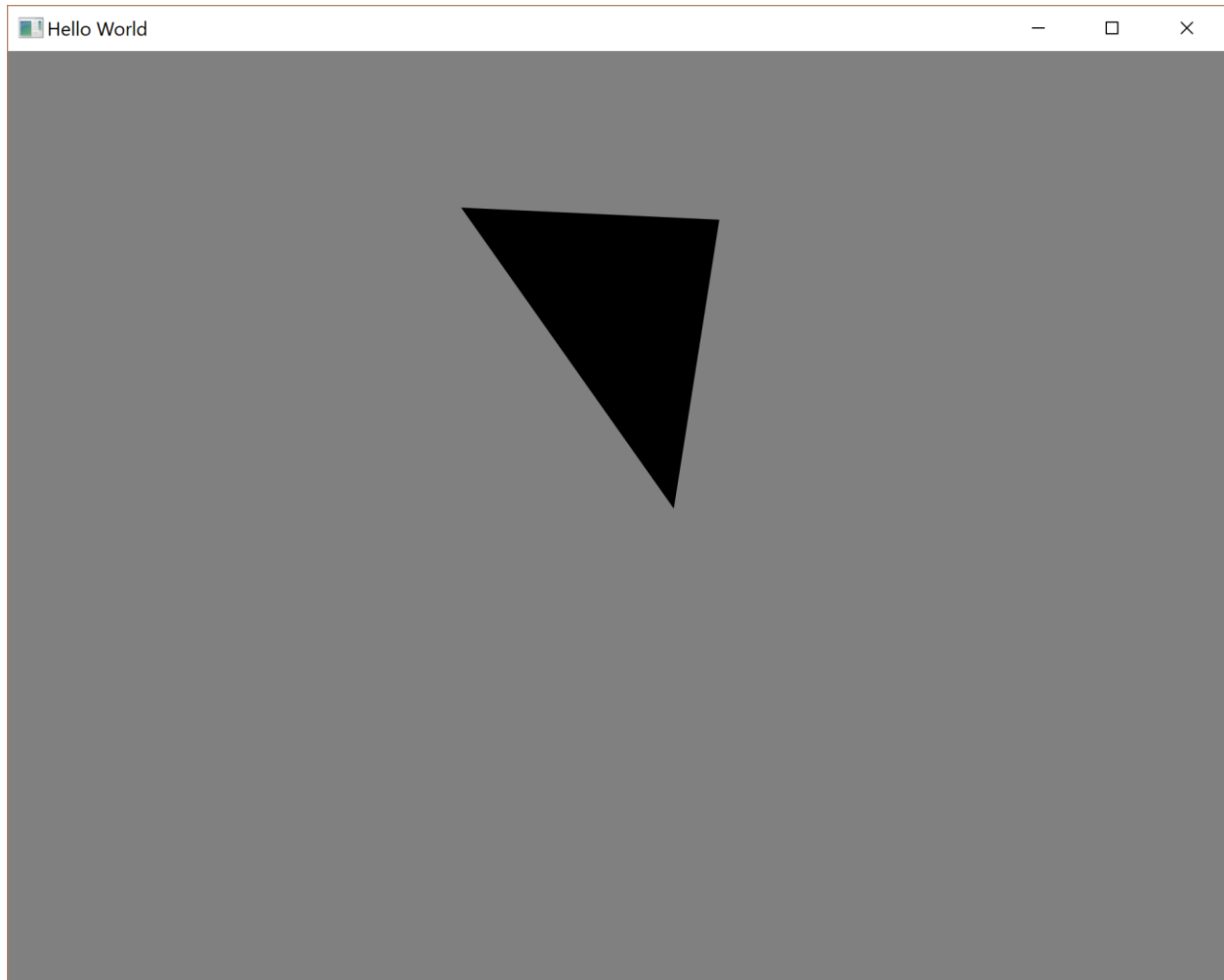
1.1

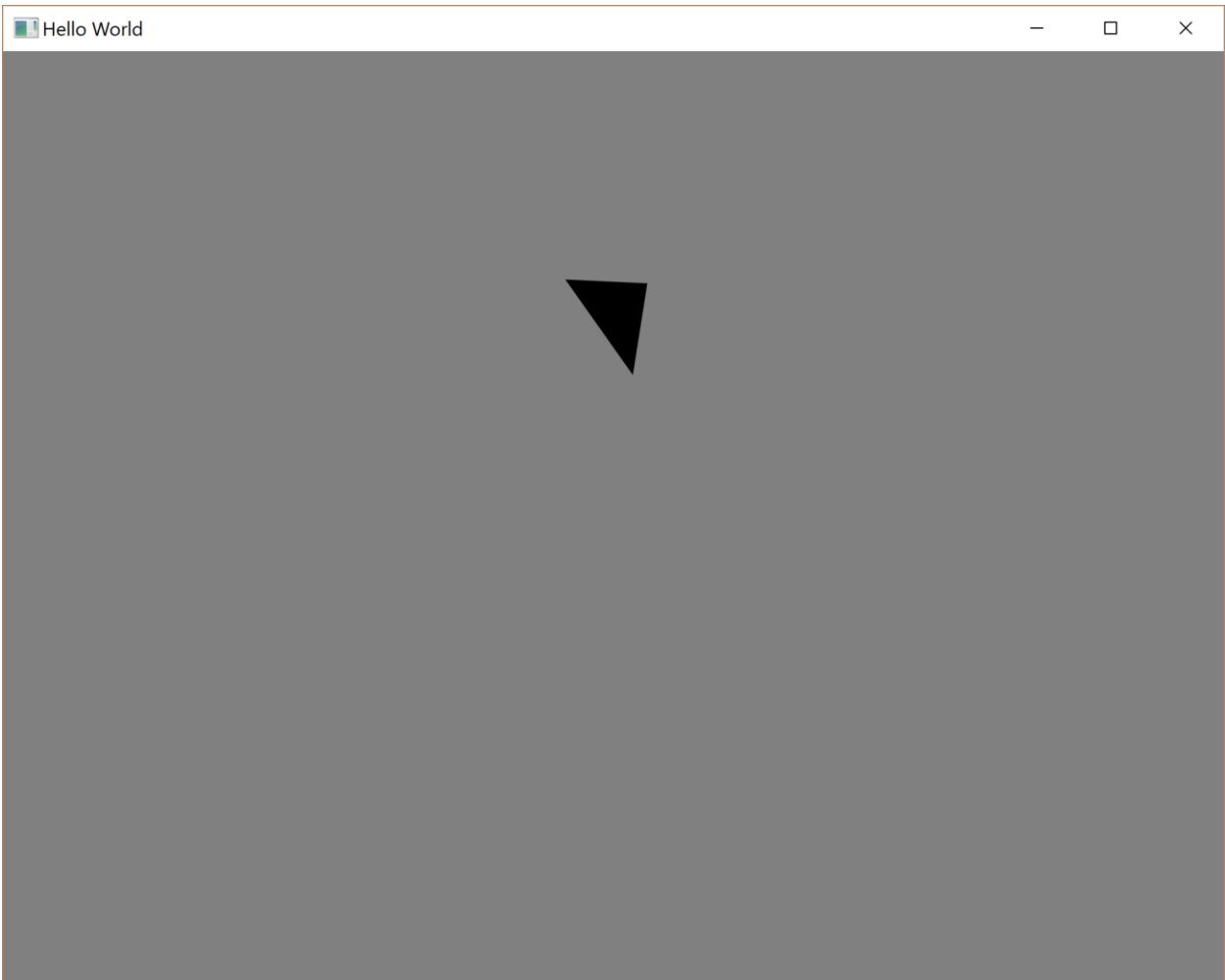
Click 'o' click this key then select a triangle within the triangle area bounds so long as you hold down the left click button you can move the selected triangle around the screen. Release it, pick a new one, keep moving them around you. They will stay put where ever you release the button.



1.2

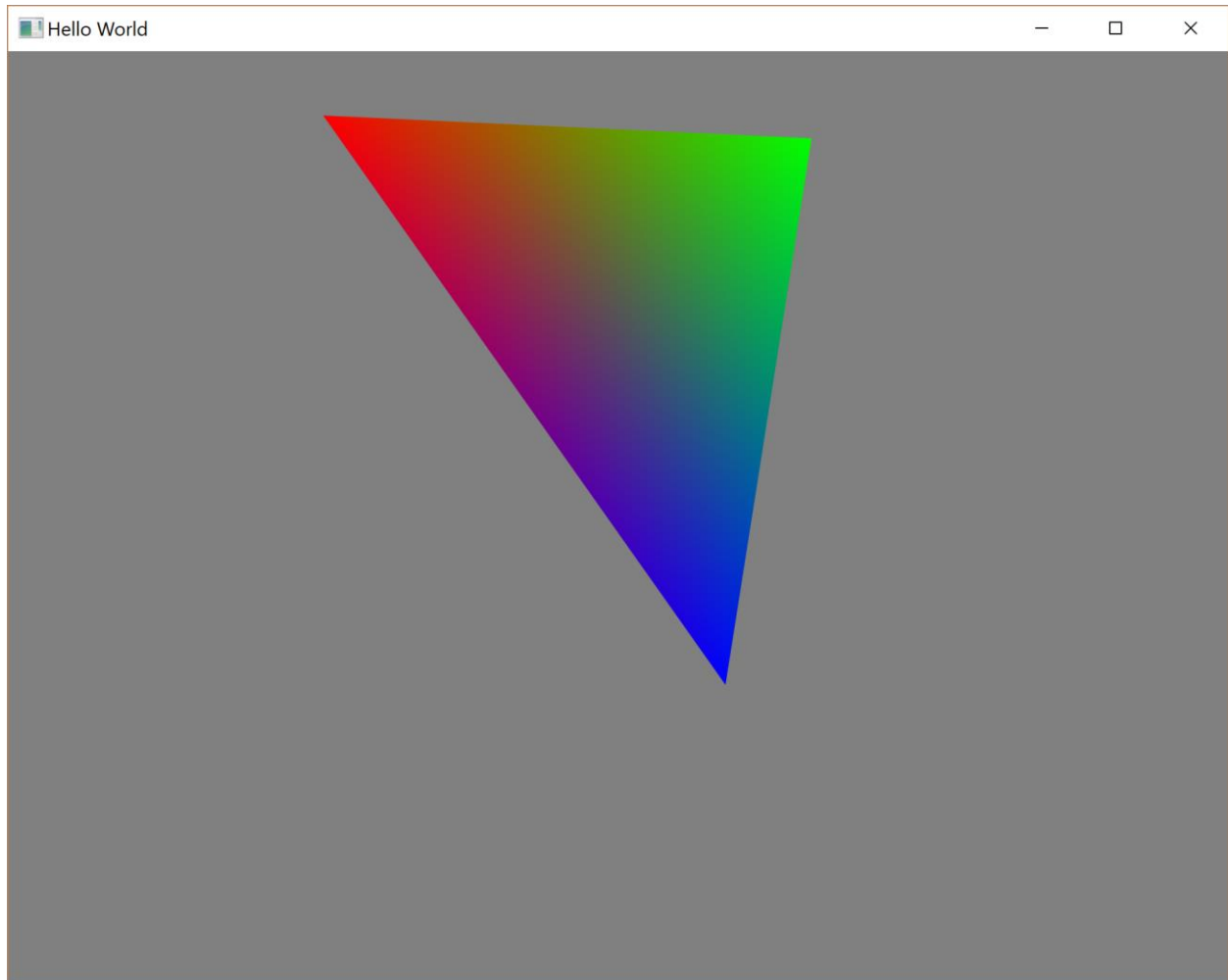
While 'o' is selected you can click a triangle and press 'h' and 'j' in order to rotate it. Or 'k' and 'l' in order to increase or decrease the triangles size. This is a little glitchy it seems to rotate twice and same with the zoom. I am not sure why this is. Press any key that is not one of the above mentioned to exit this mode.





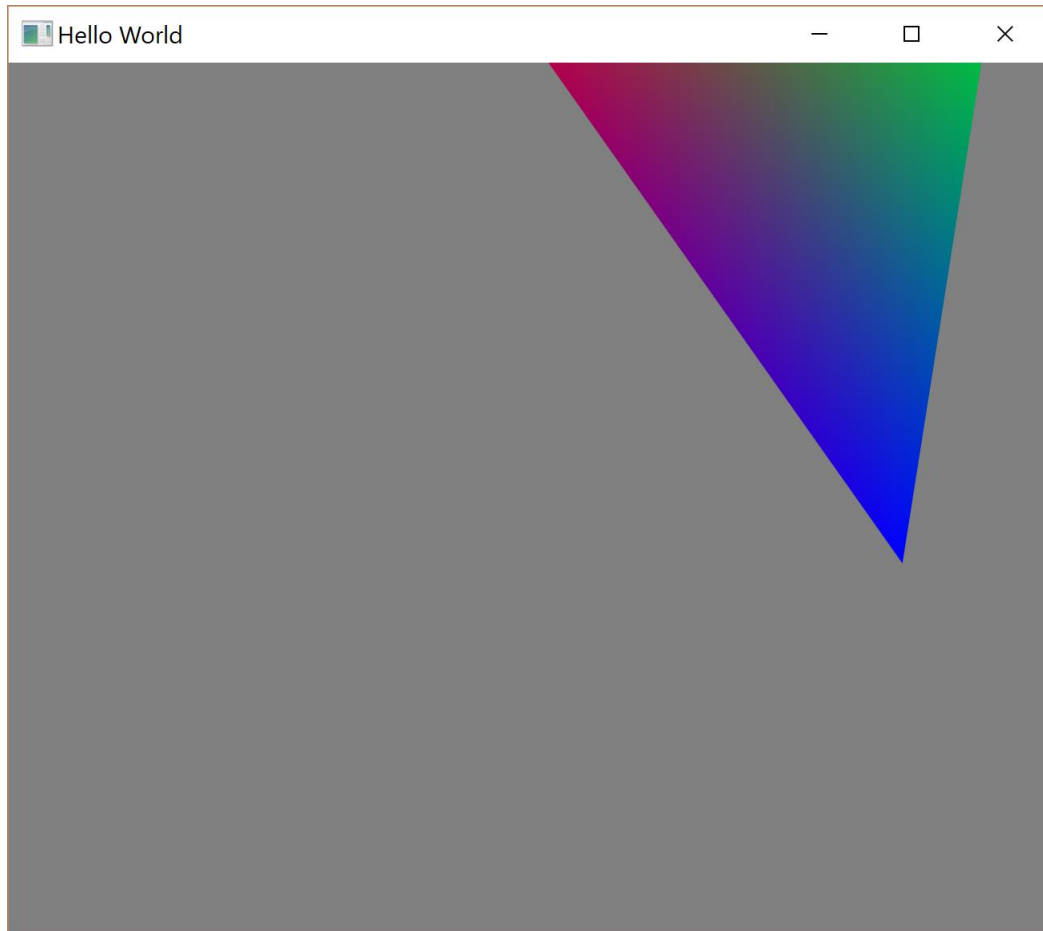
1.3

Click 'c' to enter color mode. This will allow you to click near any vertex to select it for coloring. Then click a number between 1-9 to color said vertex. Follow this process every time you want to color a vertex. This is awesome...I was really proud of this one.



1.4

For this one you can see the code more I attempted to make it work. I was able to resize the screen, and have it not effected the objects in the world. However, my attempts to change the view position gave no result. The commented-out code was one of my first attempts to affect the view that didn't work...I understand that the purpose of this is to be able to pane the screen separates from the scene. Also, if you resize the screen it produces some odd results for the translation sometimes.



1.5

For this part I created a special section within the main while loop where when you hold down the right arrow key it will clear the screen and a triangle will appear and will rock back and forth soothingly so long as you hold down the right arrow key.

