# AI Project 3

By David Zuniga Navarro

## How to build:

1. Project is made and compiled in VS2019.
2. Open the solution file, and make sure configuration is set to x64, Debug/Release.
3. Release is recommended for a better experience.

## How to use:

* WASD - Move the camera in X and Z axis
* QE - Move the camera in the Y axis
* Mouse - While left clicking moves the camera

Alternatively, you can just watch, the times are as specified in the Marking Scheme.

## Marking Scheme:

1. All of these can be found in the following files:

* BMPImage.h/cpp
* BMPLoader.h/cpp
* ResourceManager.h/cpp
* cGraph.h/cpp

1. Implementation can be found in cGraph.h/cpp files.
2. Implementation can be found in cGraph.h/cpp files.
3. Can be checked in the video, or in the update() function in cGraph.cpp file.