

# CSE1400 Lab Assignment 8

## Game Specification

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### Game structure:

This game is pong but 3D - the player controls a platform that pass a ball to another platform controlled by the computer. In the event when a platform does not manage to parry the ball, the player who controls that platform loses a life point. The player who loses all of their points loses the game.

### Rules:

- In the event when a platform does not manage to parry a ball, the player who controls that platform loses a life point
- The player who loses all of their points loses the game.

### Interface:

When the game starts the human player begins passing the ball with the computer. The player uses the mouse to transport their platform.

### How it works:

#### (on LINUX)

Spawn a window with GLFW, and initialize an OpenGL context for the 3D graphics, with GLAD (the OpenGL loader we will use), and GLSL for the shading language (hopefully not a problem since there are close to no alternatives for it).

### How to run:

Install glfw first(`sudo apt install libglfw3` or something similar).

Note: for some reason there are no cursor move events polled when using glfw under wayland, making the game unrunnable, so we need x11.

Extract the archive, and run the "geim" executable, or alternatively use the Makefile (recipe is called run).