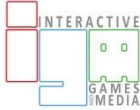**Rochester Institute of Technology**
Golisano College of Computing and Information Sciences
School of Interactive Games and Media
2145 Golisano Hall – (585) 475-7680

INTERACTIVE
GAMES
MEDIA

Data Structures & Algorithms for Games & Simulation II
IGME 309
E11: MyEntityManager

This exercise follows lecture 14 – Entity Class

It is meant to help you practice the creation of an Entity Manager.

There is starter code for this project, you will find it under our class repository with the name E08_Entity Manager but if you want to use your own framework you are welcome to translate the starting code to it.

There is also a YouTube link with information of this exercise: https://youtu.be/QEKrhS7ygnA

What you have to do for this exercise is complete the file MyEntityManage, as I will go in class about the solution of this exercise, you only have 50 minutes to finish to the best of your abilities, partial credit will be given.

Notes:
As usual, your submission is only a zipped version of the project NOT the whole solution, it should be less than 50 kb total, (unless you are using your own models/textures or your own framework solution). Push your solution to your repository with the comment "**E11 Deliverable**" then zip the project and upload it to the dropbox "**E11 - MyEntityManager**", in the comments section you need to specify the address of your repository.

Example:

Alberto

Add a File

11_Minimal.zip (19.94 KB) ✕
Source: My Computer

Comments

https://github.com/labigm/Simplex

Submit   Cancel