

## COMP710: Studio Session 07 – Exercise:

EXERCISE NAME: *C++ – The Animated Sprite*

Based upon the Studio Session 07 Lecture 07a slides, add the **AnimatedSprite** class to your GP Framework.

Remember to add a **CreateAnimatedSprite** factory member to your **Renderer** class, as well as the **DrawAnimatedSprite** method, based upon the Lecture 07a slides.

Create three test **AnimationSprite** objects to experiment with the following animated sprite sheets available in SVN's **shared\assets\** folder:



File: **anim8strip.png**



File: **anim8x2sheet.png**



File: **explosion.png**

Remember to call **SetupFrames** after creating the animated sprite instance.