

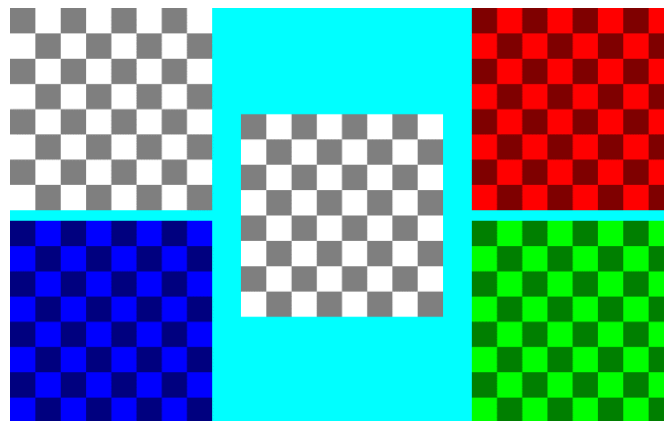
COMP710: Studio Session 05 – Exercise:

EXERCISE NAME: C++ – Using Sprites

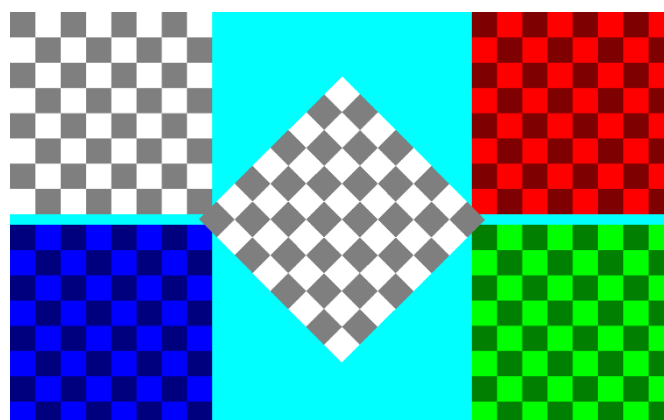
In your **Game** class, create five **Sprite** instances, each using the same **board8x8.png** file. Ensure that when setting up the **Renderer** that it is windowed, and at least 1680 by 1050 pixels in size.

Next, position four of the sprites – one at each corner of the window. Set three of them to different tint values, i.e. the top-right corner sprite red, the bottom-right green, and bottom-left blue – the fourth top-left checkerboard should be rendered without any tint adjustment. Next, position the fifth checkerboard sprite at the exact centre of the window.

Draw each checkerboard, such that the program output is as follows:



Next, experiment with sprite rotation by rotating the central checkerboard as follows:



Finally, experiment with scaling each of the checkerboard sprites to different sizes. Once complete, commit your program's source code to your individual SVN folder – include the **.sln**, **.vcxproj**, **.cpp** and **.h** files, and ensure you do not commit any build output files.