COMP710: Studio Session 06 – Exercise:

EXERCISE NAME: *C++ – Implement Scenes*

Based upon the Studio Session 06 Lecture 06a slides, add the following classes to your framework:
- *Scene* (`scene.h` and `scene.cpp`)
- *SceneCheckerboards* (`scenecheckerboards.h` and `scenecheckerboards.cpp`) – hence refactor your 5x01 exercise…
  - Or simply use the example code! 😊
- *SceneBouncingBalls* (`scenebouncingballs.h` and `scenebouncingballs.cpp`) – hence refactor your 5x02 exercise…
  - Or simply use the example code! 😊

Add the `inlinehelper.h` file, which currently contains random number helper functions.

Next, add the following classes to your framework:
- *Vector2* (`vector2.h` and `vector2.cpp`)
- *Ball* (`ball.h` and `ball.cpp`)

Remember to update the **Game** class to utilise the **Scene** objects – the **Game** object will instantiate the **SceneCheckerboards** object and the **SceneBouncingBalls** object and set one of these to be the current scene. Check that the current **Scene** is processed and drawn by the **Game** instance.