

COMP710: Studio Session 06 – Exercise:

EXERCISE NAME: *C++ – Add the Input System*

Based upon the Studio Session 06 Lecture 06b slides, add the **InputSystem** and **XboxController** classes to your framework.

Remember to add a **InputSystem*** member to your **Game** class, instantiate and initialise the instance, and update the **DoGameLoop** method to remove the temporary SDL event loop, and replace it with a call to the **InputSystem::ProcessInput** method.

In the **Game::Process** method, add some test calls to get various input state from the **InputSystem**, and log the results using the **LogManager**.

Additionally, experiment with “Dear ImGui” and **Game::DebugDraw** by outputting various input state to the framework’s debug GUI.