

## **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.

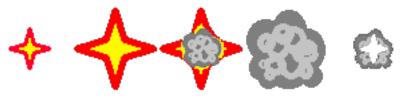
Create three test **AnimationSprite** objects to experiment with the following animated sprite sheets available in SVN's **shared\assets\** folder:



File: anim8strip.png



File: anim8x2sheet.png



File: explosion.png

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