Manual

I was slightly confused by the assignment statement requiring persistence. I took this to mean that rotation should continue indefinitely at a constant speed and implemented it as such.

I made it so scaling only happens to a min factor of 0.05 and a max factor of 1.95.

The user interface works as expected. The only possible glitch I see is that when I switch from double buffering to single buffering using the menus, the corner of the menu remains until a redraw occurs.

For multicoloured face mode, I assumed that each type of shape should have all its blocks coloured the same. I did make it so each individual block has six unique colours however.

I only implemented three speed levels: slow, medium, and fast.

I coloured the sides of the well a slightly lighter shade of black than the front and back to allow for easier depth analysis.