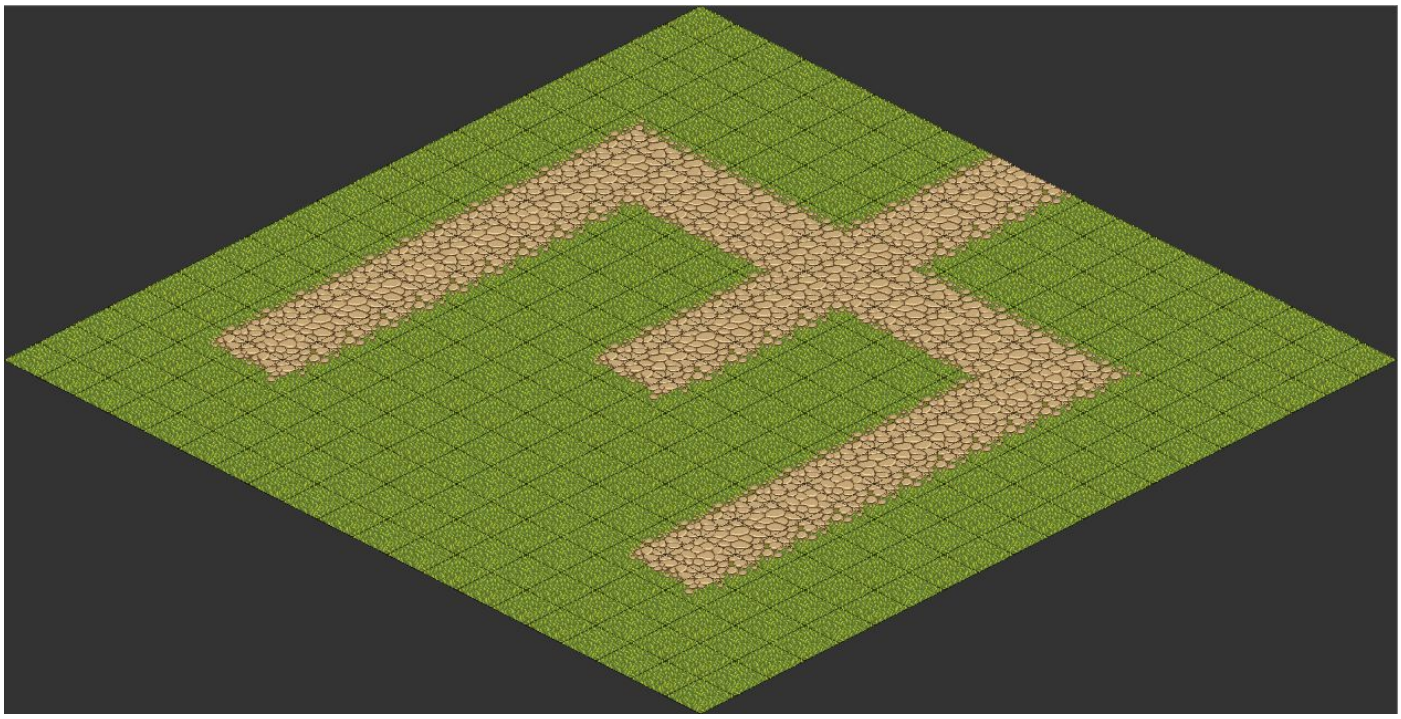
Game Development - Midterm Examination - 19 Oct 2015

- Each exercise counts for 2 points.
- You have 2 hours to complete the assignment.
- There is a Game/solution.exe that contains the expected results.
- If the code does not compile, it won't be accepted for submission.
- Inside your code, add a comment **"// EXERCISE [1..4]"** where your solution code is created.
- When you finish, ZIP the folder with a filename called **"lastname_name.zip"** and upload it.

1. The Scene Module has debug code to move the camera with the arrow keys at 1 pixels per update. Add an entry in the configuration file so we can set the speed in x and y, then write the code to read those values and use them in the game.
2. Create a utility method in the FileSystem Module that deletes files. Include code to delete a file successfully for test purposes. Be sure to check for errors.
3. A simulated player can be moved with WASD in the isometric map (a blue isometric tile). Write code so his position is properly saved and loaded. Saving now uses key "**k**".
4. Fix the code so WASD move the player in the expected direction (W up, D down, A left, D right). Check *solution.exe* for the expected result.
5. Make a Map with *Tiled* using *Game/maps/tileset.png*. You must define two types of terrain, *Rock* and *Grass*. The map should look like this:



You can visit those websites to check documentation:
https://wiki.libsdl.org/
https://icculus.org/physfs/
http://pugixml.org/
https://godoc.org/github.com/DeedleFake/Go-PhysicsFS/physfs (for the Go language, not C++)