

Manual

This submission follows the minimum requirements outlined in the assignment 1 specifications.

I made the assumption that the code would be compiled with Qt version ≥ 5.1 . This is because I did not want to try and support two different methods of creating vertex buffer objects. As such, the game will only compile on graphics lab machines with Qt version ≥ 5.1 such as gl02. A consequence of this is that gl02 uses the unity window manager which has a bug making it incompatible with the standard Qt menu shortcut keys. Therefore, I had to explicitly handle the key presses in `AppWindow::keyPressEvent`. All of the actions are idempotent, so it should not matter if this code is run on a non-unity machine and the actions are executed twice.

Another note is that the menu appears in the top left corner of the monitor when using the unity window manager. This may not be obvious until moused over.

Another point about my project is that I draw the cube using an index buffer and vertex buffer. I implemented it this way primarily so that I could learn how to use indices alongside vertex attributes like colour.

To the best of my knowledge, all objectives have been completed.