1.10 Objectives: Assignment 1

Due: Thursday, January 22nd [Week 3].

Name: _____

UserID: _____

Student ID: _____

___ **1:** Wireframe mode works.

___ **2:** Face colour mode works.

___ **3:** Multicoloured face mode works.

___ **4:** Pieces fall at three or more speeds.

___ **5:** A new piece has been added to the game.

___ **6:** The user interface works as specified (menus, mouse interaction, etc).

___ **7:** The game can be rotated.

___ **8:** The game can be scaled.

___ **9:** The game is playable (i.e., you can move the pieces as described under "game play" of the assignment specification).

___ **10:** Persistence works for rotation.

Declaration:

I have read the statements regarding cheating in the CS488/688 course handouts. I affirm with my signature that I have worked out my own solution to this assignment, and the code I am handing in is my own.

Signature: