

# CS 488 - Assignment 1

Prof. Gladimir Baranoski

Name: Lawson Fulton  
Userid: ljfulton  
Student #: 20381453

# 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  $\geq 5.1$ . 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  $\geq 5.1$  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.

sum is: /usr/bin/sum

2015-01-22 14:46

Checksum for A1 for ljfulton on gl02

Page 1

A1:

total 1804

85595909	drwxrwx---	4	ljfulton	cs488	4096	Jan 22	14:46	./
85595904	-rw-r-x---	1	ljfulton	ljfulton	521	Jan 22	14:46	README*
85595897	drwxrwx---	8	ljfulton	cs488	4096	Jan 22	14:40	../
85595903	-rw-r--r--	1	ljfulton	ljfulton	15438	Jan 22	14:39	screenshot01.png
85595906	-rwxr-xr-x	1	ljfulton	ljfulton	1799512	Jan 22	14:36	game488*
85595911	drwxrwx---	2	ljfulton	cs488	4096	Jan 22	14:36	src/
85595910	drwxrwx---	2	ljfulton	cs488	4096	Jan 12	12:18	data/

A1/src:

total 1836

85595909	drwxrwx---	4	ljfulton	cs488	4096	Jan 22	14:46	../
85595911	drwxrwx---	2	ljfulton	cs488	4096	Jan 22	14:36	./
56297266	-rwxr-xr-x	1	ljfulton	ljfulton	1799512	Jan 22	14:36	game488*
24320934	-rw-r-x---	1	ljfulton	ljfulton	539	Jan 22	14:35	main.cpp*
24320933	-rw-r-x---	1	ljfulton	ljfulton	11928	Jan 22	14:35	Viewer.cpp*
37705079	-rw-r-x---	1	ljfulton	ljfulton	2587	Jan 22	14:34	Viewer.hpp*
82568902	-rw-r-x---	1	ljfulton	ljfulton	104	Jan 22	01:46	shader.frag*
82568904	-rw-r-x---	1	ljfulton	ljfulton	316	Jan 22	01:44	shader.vert*
82568906	-rw-r-x---	1	ljfulton	ljfulton	836	Jan 21	23:59	AppWindow.hpp*
82568894	-rw-r-x---	1	ljfulton	ljfulton	461	Jan 21	23:25	game488.pro*
82568900	-rw-r-x---	1	ljfulton	ljfulton	6479	Jan 21	23:00	AppWindow.cpp*
82568895	-rw-r--r--	1	ljfulton	ljfulton	1969	Jan 21	22:32	.nfs00000000004ebeb6bf0000003a3
2742460	-rw-r-x---	1	ljfulton	cs488	3294	Jan 21	16:43	game.hpp*
2742459	-rw-r-x---	1	ljfulton	cs488	7562	Jan 21	16:43	game.cpp*

A1/data:

total 8

85595909	drwxrwx---	4	ljfulton	cs488	4096	Jan 22	14:46	../
85595910	drwxrwx---	2	ljfulton	cs488	4096	Jan 12	12:18	./

A1		
A1/README	29879	1
A1/data		
A1/game488	39112	1758
A1/screenshot01.png	13104	16
A1/src		
A1/src/.nfs0000000004ebe6bf000003a3	17983	2
A1/src/AppWindow.cpp	41226	7
A1/src/AppWindow.hpp	33004	1
A1/src/Viewer.cpp	23256	12
A1/src/Viewer.hpp	24315	3
A1/src/game.cpp	33890	8
A1/src/game.hpp	08542	4
A1/src/game488	39112	1758
A1/src/game488.pro	00804	1
A1/src/main.cpp	49175	1
A1/src/shader.frag	36745	1
A1/src/shader.vert	17509	1