

## Polygons on the plane and animation

**Exercise.** Write a C program that creates a graphical window employing the OpenGL library and plots a random 2D labyrinth with an entrance and an exit point (the generation algorithm has to guarantee that a path between both points does exist). After that, the program has to draw an animated polygon moving from the entrance towards the exit point.

**Remark.** Write the program so that it is easy to modify the size of the labyrinth.

**Remark.** You will need to employ the `glutTimerFunc` procedure provided by OpenGL.

**Remark.** The activity can be made in pairs.

**Deadline.** This activity has to be handed in before next March 20th, at 17.59h by uploading a C program through the corresponding activity of the virtual campus.

