

Assignment 0

CS 381: Game Engine Architecture
Spring 2017
Max Score: 100

Objectives

1. Demonstrate an ability to apply knowledge of computing, mathematics, science, and engineering by learning and applying knowledge of C++ to solve a problem (1)
2. Demonstrate an ability to analyze a problem, and identify, formulate and use the appropriate computing and engineering requirements for obtaining its solution (5)
3. Demonstrate an ability to use the techniques, skills, and modern engineering tools necessary for engineering practice
4. Demonstrate an ability to apply design and development principles in the construction of software systems or computer systems of varying complexity

Tutorial 1

Do [Basic Tutorial 1](#). Modify the tutorial to show a **boundingbox** around every ogre head in the camera view.

Turning in your assignment

1. Demonstrate your working program in the lab on the due date.
 - (a) Use canvas to turnin in this assignment folder. Zip or tar and gzip the folder containing your assignment and submit it within canvas.
 - (b) Your folder should have screenshots (if any), and a movie of your running code (if any). Use vlc's screencapture capability to show your running program.
 - (c) Your FULL name and email address, should be on submitted files.

Ask me (sushil@cse.unr.edu) if you have questions.