

Project #2
Drawing with SDL 2.0
CpSc 4160/6160: Data-Driven 2D Video Game Development
Computer Science Division, Clemson University
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February 5, 2018

Due Date:

In order to receive credit for this assignment, your solution must meet the requirements specified in this document and be submitted, using the **handin** facility, by 8 AM, Thursday, February 8th, 2018. The handin close date is set at three days after the due date. If you submit after the due date but before the handin close date there will be a ten point deduction. No submissions will be accepted after the handin close date and no submissions will be accepted by email.

Project Submission:

To submit your solution through handin, copy the README file from the project directory in the repo to your project directory, fill in the blanks in the README, make clean in your project directory, and compress the project directory using tar or zip.

Project Specification:

The purpose of this assignment is to help you to become familiar with SDL drawing and to provide practice writing C++ classes. For this project you must use the SDL 2.0 drawing primitives to draw a figure; an example is illustrated in Figure 1 showing a target and arrow shaft. These draw function primitives include: `SDL_RenderDrawLine(s)`, `SDL_RenderDrawPoint(s)`, and `SDL_RenderDrawRect(s)`. There are demos of these primitives in the course repo.

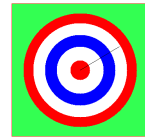


Figure 1: Bullseye

In addition, your program must include at least two C++ classes: one that you write from scratch, and one that I wrote called `FrameGenerator`. This latter class, `FrameGenerator`, is included in the project 2 directory and will write your figure to a file in a directory called `frames`. You should supply your username at the top of the main program (not mine!). Your class must use initialization lists and must include at least one overloaded operator. Before you compress and submit your project make sure that (1) your program creates a `bmp` of your image with **your** user name, and that you have used **make clean** in your project directory.

In using the SDL functions, your figure must include:

1. Use at least 3 of the primitives.
2. at least 7 distinct lines or shapes, and
3. at least 3 colors.