**1-2 Assignment: Preparing OpenGL**

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**Screenshot**

**A screenshot of a video game

Description automatically generated**

**Challenges Using OpenGL**

Overall, the assignment felt easy to accomplish without any complications. Luckily from previous courses, I have already had Visual Studios installed on my computer. The biggest challenge was mainly to set up OpenGL to configure the correct library path. Luckily, since there was a video tutorial with sample files ready to execute, the process was fairly simple, I was mostly playing the waiting game for everything to finalize. Regarding the name change of the modified window’s title, the task was easy to do and was quick to locate with the screenshot from the assignment guideline and rubric. When inspecting the code within the source file, it was well structured with clear and consistent coding. The comments were understandable when determining the each syntax.