

# Wolf3d

## sections

### Preliminaries

#### The base

Very typically, the defense stops if

- no rendering, empty git
- Missing or incorrect author file if it was requested by the subject
- Standard (according to the norminette)
- Cheat
- it does not compile an executable wolf3d that wants to get started.

### Minimum functionality

Reminder: if at any time, the program does not react correctly (bus error, segfault, etc ..), the defense stops, the project is 0. Note, with the minilibX X11, close the window with the window manager button causes an X11 error that it is not possible to intercept. Do not consider it.

#### Ca appears

Are we in presence:

- a window that opens
- an image that appears and represents a view of the interior of a labyrinth?
- Management of the event Expose correct

#### keys

We can interact with the program:

- ESC (or other) to go out
- Something happens when using the arrows (or AWSDF for example) planned to move

#### Shifting

- It turns ?
- can we move forward, backward?
- it's a fluid minimum (it's playable what, as it's supposed to be a game, if it's not playable, it's not ok)

#### The walls

Each of the 4 directions of the walls has its own color.

## Healthy management

Check that it does not work with one or more command line parameters (even if you do not do anything with it, it does not have to wallow).

Check that there is no memory leak.

Check that there is no abnormal behavior if you press any number of keys at once (whether they do something or not).

[and reminder: segafult => 0 global]

## bonus

Many bonuses are possible. The notation is wide.

### Cool stuff!

To deserve to be counted, a bonus must be:

- A useful minimum (at your discretion)
- Well done

Possible examples:

- Can not penetrate the walls (clipping)
- A texture by wall
- A texture for the soil
- A texture for the ceiling
- Objects
- doors and keys
- monsters
- a labyrinth with square walls
- a skybox
- etc ...