Weekly Project Diary

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Week4

Learned how to use blender and made some basic models for the game. Started working on making better models.

Week5

Started working on getting SDL2 to display a window and draw a cube. Managed to get window to display but SDL2 events was causing the window to not be able to close or move.

Week6

Fixed the window and worked on rendering my simple model. Tried a bunch of different ways that didn’t work but managed eventually to get my model to display. Tried to change the cmake file to include glew, assimp, glm and SDL2 libs did not manage to get it working. Need to work on getting a camera done and cmake.