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|  | **Rochester Institute of Technology**  **Golisano College of Computing and Information Sciences**  **School of Interactive Games and Media**  **2145 Golisano Hall – (585) 475-7680** |  |

**Data Structures & Algorithms for Games & Simulation II**

**IGME 309**

**E08: MyEntityManager**

This exercise follows lecture 20 – Entity Class

It is meant to help you practice the creation of an Entity Manager.

There is starter code for this project, you will find it under our class repository with the name E08\_Entity Manager but if you want to use your own framework you are welcome to translate the starting code to it.

There is also a YouTube link with information of this exercise: <https://youtu.be/QEKrhS7ygnA>

What you have to do for this exercise is complete the file MyEntityManage, as I will go in class about the solution of this exercise, you only have 50 minutes to finish to the best of your abilities, partial credit will be given.

Notes:

As usual, your submission is only a zipped version of the project NOT the whole solution, it should be less than 50 kb total, (unless you are using your own models/textures or your own framework solution). Push your solution to your repository with the comment “**E08 Deliverable**” then zip the project and upload it to the dropbox “**E08 - MyEntityManager**”, in the comments section you need to specify the address of your repository.

Example:

