Resource Management Lab

1. Download and decompress “ResourceManagement.zip” from “Learning Materials” in Blackboard.
2. Create a project in Visual Studio the same as Week 1 and Week 2 tutorials.
3. Make sure your application compiles and runs correctly.
4. Examine the “ResourceHolder” class in the “include” part of your project. Check how it can hold different resource types.

**Optional:**

1. Add a new container which accepts “Font”. You may need to add a new “name space” with enumeration type which represents different fonts.
2. Add two fonts from "Media/Sansation.ttf" and "Media/GIGI.ttf" into the font container.
3. Change “Main.cpp” such that it shows two separate texts with two different fonts added into the font container on the RenderWindow. You can review Week 2 example, “SpriteExample”, for how to add a text on your RenderWindow. (See ”Game.cpp” from Week 2 in “SpriteExample”).