

VSFX 375 – OpenGL Intro – Exercise 5

DATE DUE: see class notes

Hand in through the Dropbox as per the submission guidelines.

Using OpenGL, create a color vision game. This assignment was inspired this summer by a game see here at <https://www.igame.com/eye-test/>

Goals:

This assignment will focus on the student being introduced to OpenGL and becoming familiar with basic graphics library routines.

Requirements:

Minimum requirements:

- Create a game as show in class or as seen on the above website.
- drawing squares on the screen, mouse response (timing, resizing and score output are considered challenges)

Challenges for the more advanced users: You are only required to get the game drawing and changing. Timing, resizing and adding more features are left to the advanced users. I want this to be an introduction to OpenGL, however some of you may want to explore beyond the requirement.

Grading Guidelines:

You will be graded on how well your game works, how well it is designed and how clearly the code is written.

Be creative, have fun.

Specifically:

Considerations:

Design Decisions:

- draw by vertex or draw by shape?
- should space be consistent or change?
- what is the relationship expressed in n as the number of squares and spaces?
- what determines when you move to a different size?
- draw centered? draw left corner?

Keep in mind in OpenGL the origin is the bottom left of the viewport (depending on how you set up your ortho view you will remap)

How often to switch?

How to determine "special" square?

These are all hints into coding your solution.