

Assignment two:

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Module Two Assignment Guidelines and Rubric

Listen

CS 330 Module Two Assignment Guidelines and Rubric

Overview

In this course, all of the assignments have preconfigured Visual Studio projects that you should use to complete each assignment. For this assignment, the project is located in the CS330Content/Projects/2-2_Assignment folder. You will apply 3D transformations to two defined shapes to match the specified image.

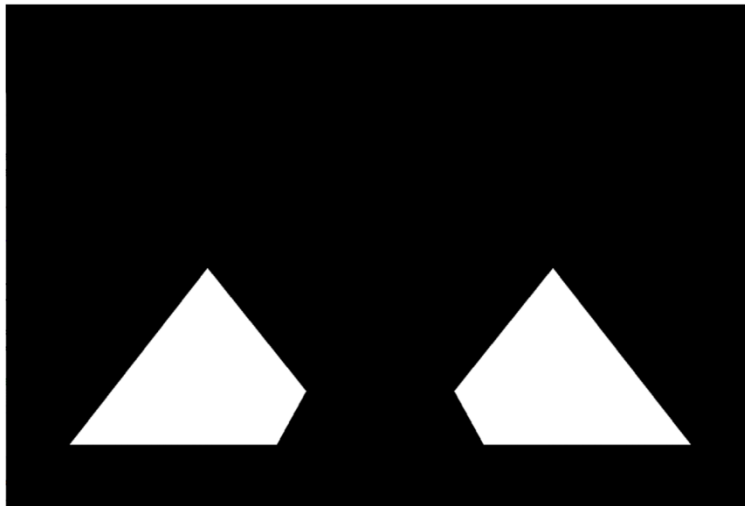
If you have any difficulties while completing this assignment, post your questions or issues to the General Questions discussion. It is essential to ask for help when you need it. This way, errors in previous assignments do not affect future assignments.

Directions

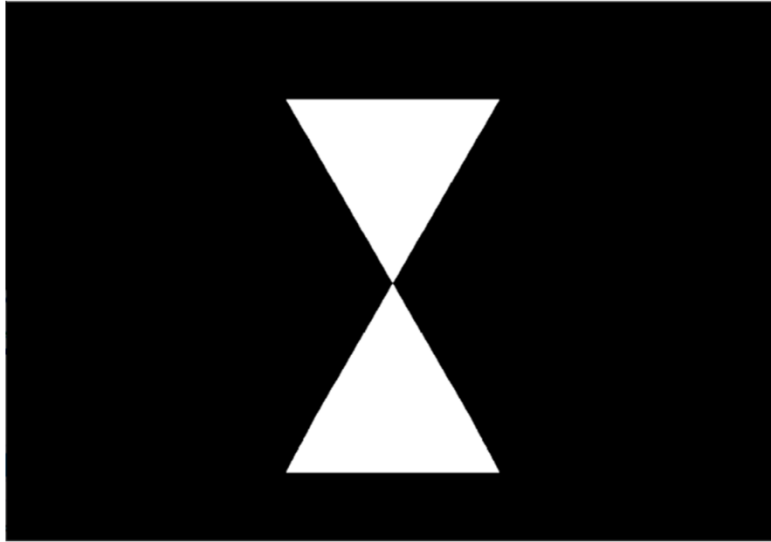
Before you begin, review the module resources for this week. Then, if you have not done so already, download the CS330Content ZIP file and extract the contents to the C drive on your system. If you are using the Virtual Lab, the CS330Content folder will already be on Drive U.

Once you understand the content this week, begin the assignment by opening the Visual Studio solution (SLN) file. The file is located in the CS330Content/Projects/2-2_Assignment folder. If the solution file is opened correctly, the Visual Studio application will automatically launch. Be sure that you are using the 2022 version of Visual Studio to complete the assignments and milestones in this course. Issues may occur if you use a different version.

After opening the 2-2_Assignment project in Visual Studio 2022, try to build and run the project. If the project builds and runs successfully, the OpenGL window should display two four-sided pyramids side by side. If you do not see the image below, reach out to your instructor for help.



The above image shows two four-sided pyramids. The goal of this assignment is to change the transformation code in the `SceneManager::RenderScene()` method for each pyramid to make the two pyramids match the following picture:



Specifically, you must address the following rubric criteria:

- **Create code to address the required functionality.** The code you add must meet the required functionality and visual representation outlined for this assignment. This result may require multiple attempts and strategies to get it right, but that is okay! Working in stages is an important part of any coding project.
- **Apply logic and proper syntax to code.** Source code should be free of logical or syntax errors that prevent the application from running as expected. You will be given credit for code that is set up to meet specifications or solve the problem.
- **Apply commenting and formatting standards to facilitate understanding of the code.** All code should be well commented. Commenting is a practiced art. Your comments should be as clear and brief as possible. Your comments should explain the purpose of lines or sections of the code. You may also include the method you used to achieve a specific task in the code. Be sure to document any sections of code that produce errors or incorrect results. Organize all code to meet formatting standards.

What to Submit

Submit a completed ZIP folder with all of your code. Your ZIP folder may include one or multiple CPP files and your Visual Studio project files. The ZIP folder must include an EXE file. Your code cannot run without an EXE file. Check the EXE file as a quick reference on your code's functionality before you submit it. For help with submitting this assignment, review the [Visual Studio Export Tutorial](#) linked in Supporting Materials below.