CS 250 SDL

User Input Lab

Goals:
Use the mouse to interact with the SDL application
Use the keyboard to interact with the SDL application
Use Sprites to display an image on the screen.

Copy the SDL_MouseKeyboardLab Visual Studio solution to your Desktop from Grace. That solution contains a source file SDL_MouseKeyboardLab.cpp which contains main(). The solution also contains the image file logo.png and pac.png.

Currently, the main() function builds an SDL Window and Renderer and sets the background color to gray and displays an image (logo.png) at location 100,100.

You need to add code to:

1. Allow the user to use the X icon on the top right of the window to exit the program.

2. Allow the user to use the arrow keys to move the logo around the screen.

3. Allow the user to immediately move the logo to a new location on the screen by clicking the mouse.

4. Add a second image, pac.png, at location 0,0 on the screen and have that image slowly move to the bottom right corner of the screen.

You can run the executable in MouseKeyboardExample on Grace to see the finished product (without any bonuses).

BONUS:

Have the logo always face the correct direction as it moves. (Rotate the image so the face is always looking in the direction of movement.).

http://lazyfoo.net/tutorials/SDL/15_rotation_and_flipping/index.php

https://wiki.libsdl.org/SDL_Scancode