

General Information

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1 Setup

1. Create a new repository on GitHub, naming it “CGLab_Student1SurnameMatricNum_Student2SurnameMatricNum”.
2. Clone this repository: `https://github.com/wobakj/OpenGLFramework`
3. Rename the origin remote using `git remote rename origin upstream`
4. Add your new repository as origin using `git remote add origin your-repo-url`
5. Push the commits to your own repository using `git push origin master -u`
6. After finishing each assignment:
 - a) push your changes
 - b) create a tag using `git tag assignmentnumber`,
 - c) push it to the repository using `git push origin assignmentnumber`

2 Rules & Suggestions

- Do **NOT** push your work after the given deadline! Otherwise, it will not be graded (5.0).
- Do **NOT** copy-paste code from internet or some other groups! Otherwise, it will not be graded (5.0).
- Do **NOT** let other groups copy your code! Otherwise, it will not be graded (5.0).
- Do **NOT** ask for my help in the 24 hours before the deadline, I will not answer your emails. Before, instead, I am available and happy to help!
- **DO** comment your code!

- **DO** start to work on your assignments in advance!
- It is allowed to work in groups of two.
- It is possible to come to Lint–Pool in the Thursdays with no planned class. These days, I will try to be available for a Q&A session.

3 Grades

- The overall grades of the exercises will contribute to the 30% of the final mark.
- Your assignment will be graded from in percentage (0 to 100) in order to be as precise as possible.