Assignment 0

CS 381: Game Engine Architecture
Spring 2015
Max Score: 100

Objectives
1. Demonstrate an ability to use the techniques, skills, and modern engineering tools necessary for engineering practice
2. Demonstrate an ability to learn on your own.

Assignment: Make a web page

Do all of the following:

• Make a web page using your cse account. Ensure that you can view it at http://www.cse.unr.edu/~username
  where username is your CSE username. Follow the instructions on our class web page to learn how to make a CSE webpage of your own.

• Learn enough html to make an image of your favourite web cartoon appear on your webpage when viewed by a web-browser. The best way to learn this (that I’ve learned) is to copy someone else’s web page source and modify it to your liking.

• Look at my webpage or any faculty member’s web page as an example.

Turning it in
1. Show me your web page in lab.
2. At the beginning of lab, turn in hardcopy to me with
   (a) Your FULL name and email address
   (b) Screenshot of your web page, with the URL showing clearly. You can use Gimp to take the screenshot. Yes, you will need to learn how to use Gimp.

Ask me (sushil@cse.unr.edu) if you have questions.