

**Tasks:**

1. Get a working copy of lab5 (we'll use this as the base of lab7) *and* lab6 (mostly for reference and maybe project settings [the python dependency stuff]).
2. Add the python headers and lib and dll dependencies to our ssuge project. Make sure you get the 32-bit version (as that's what our ogre project uses).
3. Remove the old test-program from lab5 (the barrel, statue, robot, etc.)
4. **(25 points)** Come up with a simple (not python, at least for now) initialization script that can be loaded by the GOM [make the name of the "script" the name of a new group]. I'm going to use something similar to:

```
[first_object_name]
component: mesh ogrehead.mesh
position: 0 -10 0
scale: 0.3 0.3 0.3
script: my_script.py
```

# A comment - other objects could go below.

if you prefer, you can also use binary files (with a converter), xml files, json files or other reasonable script formats.

5. **(25 points)** 3d sound component. Have functionality to set a (single) listener to a game object. Have the ability to attach 3d sound files to game objects as a component. Have functionality to modify volume, distance of sound "envelope". Allow multiple sounds of the same file share the same resource. Incorporate this into our script system. I would suggest Irrklang. Other libraries (I know of) are OpenAL, ...
6. **(+10 points)** Camera and Light component. That wrap an Ogre::Camera and Ogre::Light and expose major methods of those objects. Incorporate this into our script system.
7. **(10 points)** Test program.