PenGUI

An immediate widget toolkit

 2/3 people

Project Description

An immediate mode GUI API in Rust.

Skills ──────

OpenGL

GUI

Rust

(*)[The skill scale is from 0 (Fundamental Awareness) to 6 (Expert).]

Level 1 You may now pursue to the level 1 of the project.

★ ★ ★   **Core API**
The core API allows to create widgets. Some widgets can contain subwidgets. Widgets are independent from the graphical backend, but feature some layout informations.

★★   **Basic Layout**
A basic layout algorithm is available to position widgets according to their layout constraints.

★★   **OpenGL backend**
A backend is implemented using OpenGL, to draw widgets.

Level 2 Level 1 must be unlocked to read this section

★   **Developper Documentation**   Required for lvl 2 validation
Document your project (not necessarily only in the source code) so that a newcoming developper could understand and contribute to the code.

★   **Release**   Required for lvl 2 validation
Produce a release as a source archive or git tag. The release files should have up-to-date README and INSTALL files and more generally allow anyone to deploy the application.

★★   **Fonts**
Text can be rendered inside some widgets, e.g. for button's text.

★★   **Layout**
A layout algorithm is available to position widgets according to their layout constraints.

★★   **Events**
Events can be sent to a widget, propagating through the hierarchy.

★★   **Unit tests**
The core mechanisms and the layout algorithm should be tested. Negative tests (e.g. impossible layouts) should not be ommitted.