

Arcade

C++ program that simulates an arcade console where we can 'plug' 2D games into it.

Game

Game needs to inherit from the IGame class. To create your own games, you need to have a **launch** function

Library

This arcade console handles different graphics library

- ncurses: terminal graphism
- SFML: 'HD' graphics
- allegro: 'HD' graphics
- openGL: 3D library

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