

README.md

build error

Tedm

A C++ game engine with an SDL backend

Dependencies

This library is fairly lightweight, only relying on SDL2 to offer a cross platform graphics library solution.

- For Ubuntu 16.10

```
$ sudo apt-get install libsdl2-2.0 libsdl2-dev libsdl2-image
```

or alternatively run

```
$ sudo bash ./install-deps.sh
```

- For MAC OS X

```
$ brew install sdl2
```

How to build

```
$ mkdir build && cd build  
$ cmake .. && make
```

Tutorial

[Tutorial for this project](#)

Documentation

To build the documentation download doxygen and run:

```
$ doxygen doxygen_config  
$ firefox documentation/html/index.html
```

