GGU (+modules) Documentation

# About

The GGU is a game development utility for Java games using OpenGL (through LWJGL). It has a variety of miscellaneous features that are useful for making these kinds of games both fast and malleable.

The GGURaycaster is an add-on to the GGU. It’s a pseudo 3D renderer using the raycasting technique used in older games like Wolfenstein3-D, Arena and Daggerfall from the Elder Scrolls series. The raycaster itself is very flexible and provides some custom features.

# Documentation

## GGU

## GGURaycaster