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Adon

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To Be Announced

AC TBA

City, ST NaN

# Overview

The necessity for cross platform applications is increasing in an alarming rate across the tech industry, leading to increased code complexity and an increased higher learning curve to maintain it. For the average entrepreneur or startup, this means even more costs and time to create his or her product. This discrepancy creates an opportunity to present an application that is both lightweight and easy to use to create cross platform applications.

An lightweight application that is both user friendly and easy to understand.

# Goals

1. The application must be easy to use, and easy to understand.
2. The application must be able to work on most platforms.
3. The application must be able to build cross-platform applications.
4. The application will have a graphical interface with scripting to communicate with users of application.
5. The application must be lightweight.

# Specifications

The application will use GLFW for the editor.

We need to create a simple graphical engine to render the objects on the screen. We will use ANGLE, a cross platform layered engine that translates WebGL and OpenGL ES commands to hardware supported api calls on said platform.

UI and object creation will be done by using XML. The parser for the xml files will be TinyXML2. When compiling applications, not all libraries of the editor will be included in said application. Only the most necessary libs will be included for creating a functional application.

All scripting,coding,UI elements will be formatted into a binary file of some sort.

A possibility is to use native languages to be used as scripting languages, they can then be compiled into the program itself.

## GLFW

GLFW is a free to use library

## GLAD

GLAD is a free to use library.

## TINYXML2

Tinyxml2 is a free to use library

## OPENGL

The graphics library we are using.

## ADON ENGINE

The application.

# Milestones

## Make a prototype

Create a lightweight prototype.

## Let others test the prototype

Let others test the prototype and get feedback for improvements.