[package]

name = "blah\_2048"

version = "0.8.0"

authors = ["Jacques Menard<jacques-menard@gmail.com>", "Nicholas Barnes<addemail@email.com>", "Eric Vanisko<addemail@email.com>"]

[dependencies]

piston\_window = "\*"

lib\_2048 = { git = "https://bitbucket.org/AdrienChampion/rust\_2048.git", rev = "4751eb6" }

find\_folder = "\*"

gfx\_device\_gl = "\*"

gfx = "\*"

piston2d-gfx\_graphics = "\*"