

Arcde project

Introduction

This project is a project at Epitech in second year program.

Arcade is a gaming platform that lets user choose a game to play and keeps a register of player scores.

To do so, we have a core program that generates the whole game by linking the given game libraries and the graphic libraries.

How to implement new graphic libraries on our project

Since we already have several graphic libraries on our project, it is possible that you may want to implement your own graphic libraries for the Arcade.

To do so, you need to create a class that inherits the class "IlibsDyn" defined at inc/IlibsDyn.hpp file. Once you've done this step, you will have to make a creator and the destructor's instance of your own class by using extern "C".

Once you've done these previous step, you just need to compile the source code to make a dynamic librarie and you just have to put the created .so file on the lib directory.

How to implement new game libraries on our project

You can follow the exact same step by replacing llibsDyn by lgames and lib directory by games directory on the previous chapter.