

Movement

This project uses [dotnet 6.0](#) and [Raylib](#). The C# bindings are available through [nuget](#).

To run the application:

```
dotnet run
```

Documentation

Youtube playlist: [The coding train](#). Watch **all** the videos.

Nature of code book: [Nature of code](#). Read **all** chapters and exercises.

C# Numerics Vector2 documentation: [Vector2](#).

To run p5 examples

Use the web-editor: [web-editor](#)

Or download and run on localhost: [p5js.org](#)

You may want use node (and http-server): [nodejs](#)

other links

Also watch [Essential mathematics for aspiring game developers](#) by [javidx9](#).