

## **GigEngine: Library usage**

- Object importer: Assimp => wrap in ModelLoader and used in Model
- UI interface: ImGui => used in Editor project
- Physics: Bullet => used in Physics project
- Window: GLFW => wrap in window class
- Graphic API: OpenGL => RHi made in renderer class
- Image loading => STB => used in texture class
- Sound: IrKlang => wrap in Sound class (WIP)
- Load&Save: RapidJson wrap in Serializer class (WIP & subject to change)

Why Use OpenGL? => We are more familiar with the way of OpenGL, hence we choose to use it for this important project.