

0 references

```
public static class Program  
{
```

0 references

```
private static void Main()  
{
```

```
// Create game instance
```

```
Game game = new();
```

```
// Raylib one-time setup
```

```
Raylib.InitWindow(Window.Width, Window.Height, Window.Title);
```

```
Raylib.SetTargetFPS(Window.TargetFPS);
```

```
Raylib.InitAudioDevice();
```

```
// Wrapper setup
```

```
Text.Initialize();
```

```
game.Setup();
```

Had to remove
to get sprites to
Draw in Game.cs







