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Chapter 1

Introduction

The project Ocerus was designed to be easily extendable on well defined places in code. It allows developers to create even more diverse games. This document serves as a cookbook and shows a sequence of steps that will lead to extension of the Ocerus. There are several ways of extending the Ocerus. Each way will be discussed in separate chapters. This document only shows how to make things work. If you want to understand how they work, you should see the Design documentation.

Chapter 2

Components

2.1 blabla

Chapter 3

Scripts

3.1 blabla

Chapter 4

Resource Types

4.1   blabla

Chapter 5

Renderer

5.1   blabla

Bibliography

[1] AngelScript – http://www.angelcode.com/angelscript

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