**Rettroix3D – A C++ 3D game engine**

**Requirements**

Glew-2.0.0-win32

Glm-0.9.8.4

Sfml-2.4.2 32bit

**Notes on the process of making the engine**

**Part 1 – Window frame work**

-I forgot I had to make member variables static

-I ALSO FORGOT YOU HAVE TO REDECLARE STATICS in the .cpp files AGHHH