

# Welcome to OOP\_arcade\_2019 Doc

This is the automatic start page for version **{page-component-version}** of Arcade project.

Arcade is a gaming platform: a program that lets the user choose a game to play and keeps a register of player scores. To be able to deal with the elements of your gaming platform at run-time, your graphic libraries and your games must be implemented as dynamic libraries, loaded at runtime. Each GUI available for the program must be used as a shared library that will be loaded and used dynamically by the main program.

Edited by Romain JOLIDON, Jules FOURNIER and Dorian GOMES