# Complex Game System

# C++ particle system

# Purpose

The purpose of this particle system to use an advanced algorithm of compute shader to render the particle on the GPU. This will be involved using OpenGL (GLM) as a library to run the system.

# Example Test Program

Create a particle render class that creates the position and velocity of the particles. Which the compute shader collects all the data on the particles to make an array of 1000 particles to render them as fire or smoke for a burning touch or fire.