

# GAM150 - Alpha Engine

- Library, you will use it without seeing the code.
- Interface: C
- What it does:
  - Create window.
  - Handle window messages.
    - Allows custom message handling.
  - Frame rate controller.
  - Keyboard/Mouse input.
  - Hardware accelerated graphics.
    - Mesh.
    - Texturing
      - Texture offset (For sprite sheets).
    - Transparency.
    - Blend color.
    - Tint color.
  - Camera movement.
  - 2D vector library (Can't be used in GAM150 game project, but will be implemented in CS230).
  - 2D matrix library (Can't be used in GAM150 game project, but will be implemented in CS230).
  - 2D collision library (Can't be used in GAM150 game project, but will be implemented in CS230).