How to implement new libraries:

In order to implement new graphics and game libraries you must first think before create the classes. Basically for each libraries you will need to have an Interface which contain the main functions.

Next you will have to inherit the interface for you're game or graphic library so that the core will be able to instanciate-it with the help of the interface.

You must also create an "entry point" which is a function that create an object of your library with the help if you're interface (create a pointer of type Interface that allocate the object) and returns-it.

In order to be able to read you're object from the ".so" library file, you need to add you're function prototype directly in the core header (HandleDLib.hpp). Then create the pointer function having the exact same prototype as the "entry point".

Afterwards you must add a condition from the template function (HandleDLib.hpp) so that you can trigger and return you're object of you're library.

Working with the interface of you're object, you can call all the necessary functions of you're game by calling the "getSymbol" member function (HandleDLib.hpp).
Finally you must create you're object in the game loop or graphical loop, so that the core will know where it can handle you're object and interact among the libraries.