VDP Engine

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7. Introduction

VDP is a 2D graphics engine written in D, intended to emulate the look and feel of older systems, mainly for retro-styled games.

1. To do list

* Adding support for external files and creating default editors. Currently the only way for creating levels and sprites is hardcoding them from arrays.
* Adding sprite scaling and rotation capabilities.
* Adding a sprite-to-background collision detector and a more precise collision detector.
* Better documentation, fixing grammatical errors.

1. Usage

The engine needs the Derelict SDL2 lib and Derelict Util lib to work.

To use the engine, simply add the files recursively to your own project. Read the annotations in the source for more information on which class and method does what.

1. FAQ
2. Contact

Bug reports, suggestions, grammatical corrections goes here:

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1. Changelog

* Ver. 0.1:

Alpha release