

## SSGF [Super Small Game Framework]

SSGF is a 2D game framework written in C/C++ that is based off SFML. The goal of this project is to create a small game framework that is stable and extensible.

### Development Goals

- Effective use of threads
- Efficient use of assets
- Rectangle and Circle Collision recognition
- Game State/Sub-State management via Finite State Machine
- Sprite Rendering and Animation

### Disclaimer

I have never developed a full game before, I've only messed around with SFML a few times and created some simple games like Pong and Dodger. There are going to be bugs, inefficiencies, and general weirdness to this code base in the initial stages while I learn how all this stuff works.

Resources that I utilize will be referenced below.

### Resources

Game Design Patterns Practical Makefiles SFML-Game-Framework by Hopson97  
SFML Webstie Tutorial: Basic Game Engine Vigilante-Game-Framework