Installation Guide

1. Download the dll from apurcell.net, or compile it yourself by cloning the repository and compiling it using Microsoft Visual Studio.
2. Create a new Visual Studio Solution.
3. Place the dll into the bin folder of the resultant project.
4. In Visual Studio, in the Solution Explorer, under References, ensure that there is a reference to both SharpSlugsEngine and System.Drawing for full functionality.
5. Create your game. This is done by creating a Game class of your own that abstracts the SharpSlugsEngine Game class. Ensure that for minimum functionality, you override the Initialize(), LoadContent(), Update(), and Draw() functions. Using this, you can begin the process of creating your game in using the Sharp Slugs Engine. Documentation for the various parts of the engine can be found at apurcell.net/c-sharp-engine/.