Contributing

I.   Getting Started

The first thing anyone wanting to develop Hatchit should do is thoroughly read the repository [README](#) and project [specification](#). These two documents give a comprehensive outline of the project and the philosophy behind it.

II.   Development Tools

As a developer on Hatchit, the first necessary tools you will need are a **Windows** or **Linux** PC system. Currently these are the only target platforms. **Mac** support would be nice, but is not currently possible with the hardware we have. Below is a list of required tools by platform:

Windows

- Visual Studio 2015 (C++ 11/14 compiler)

- CMake 3.5+

- Git

- Vulkan supported GPU + drivers

Linux

- GCC 3.0+ (C++11/14 compiler) or Clang

    Optional:

    - CLion IDE (works well with CMake build system)

- CMake 3.5+

- Git

- Vulkan supported GPU + drivers

III.   Libraries

Hatchit is currently organized into multiple shared library submodule projects. Each library implements a specific feature-set of Hatchit. Here is a list with descriptions of each library:

Core

This library is responsible for the implementation of core engine utilities such as string utils, debug utils, file I/O, profiling tools, and an OS compatibility layer. This is the most basic layer of Hatchit and is a required dependency of all other library layers.

Graphics

This library is responsible for the implementation of graphical engine features, primarily written using the Vulkan API.