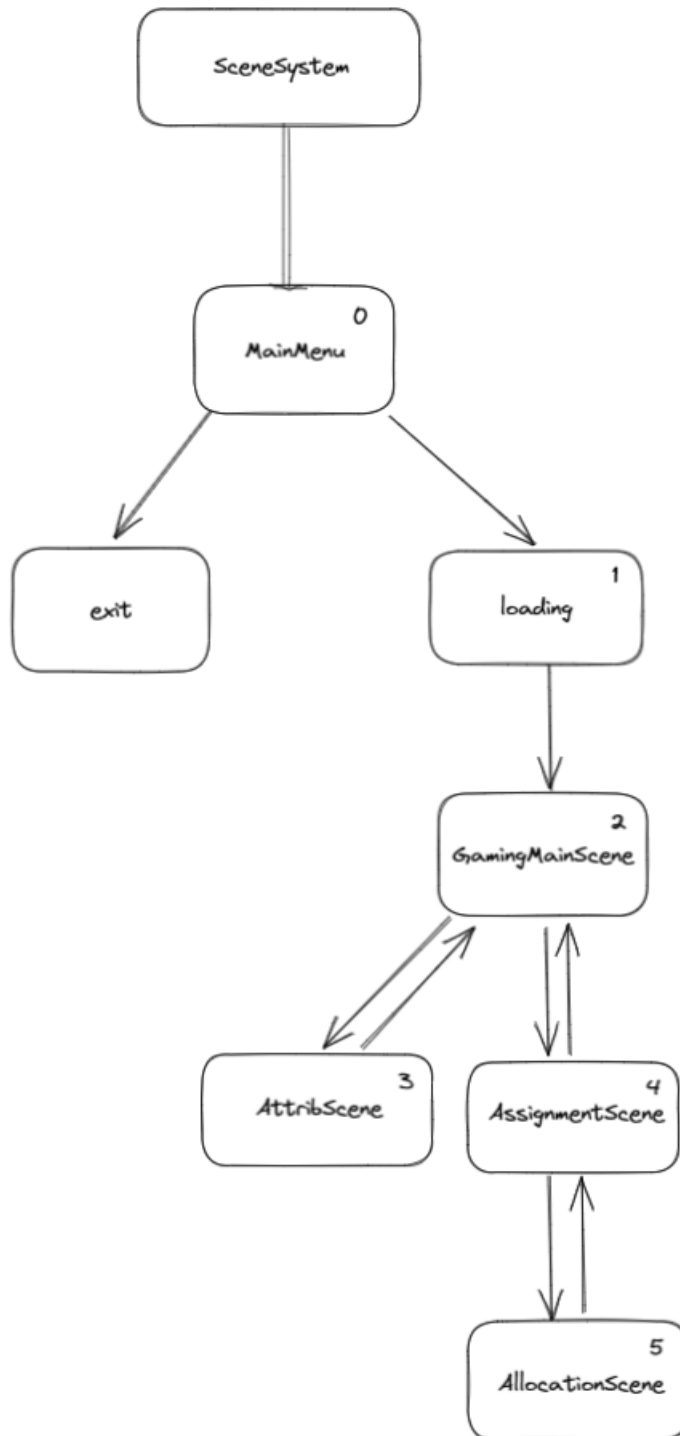```
$(SolutionDir)bin\$(Platform)\$(Configuration)\

$(SolutionDir)bin\intermediates\$(Platform)\$(Configuration)\

src\SceneSystem;src\Render;src\vendor;$(SolutionDir)Dependencies\GLFW\include;$(SolutionDir)Dependencies\GLEW\include

GLEW_STATIC;WIN32;

$(SolutionDir)Dependencies\GLFW\lib-vc2022;$(SolutionDir)Dependencies\GLEW\lib\Release\Win32

glew32s.lib;glfw3.lib;opengl32.lib;User32.lib;Gdi32.lib;Shell32.lib
```

# Total Structure

SceneSystem

MainMenu **0**

exit

loading **1**

GamingMainScene **2**

AttribScene **3**

AssignmentScene **4**

AllocationScene **5**

# BasicStateMachineStructure

```
                    Scene
                      |
                 StateMachine
                 /          \
         StateSetting      StateUsing
              |             /        \
    SceneChangeController  OnUpdate  OnRender
```