**Helpful Resources**

**C++ Coding Convention:**

<https://isocpp.github.io/CppCoreGuidelines/CppCoreGuidelines#main>

**Our GitHub Repository:** <https://github.com/jeremy1357/SE_Game_Project>

**OpenGL: GLEW** [**http://glew.sourceforge.net/**](http://glew.sourceforge.net/)

OpenGL Tutorials:

<https://learnopengl.com/>

<http://www.opengl-tutorial.org/beginners-tutorials/tutorial-1-opening-a-window/>

This is an old but decent video series on the basics of OpenGL and how it works.

<https://www.youtube.com/watch?v=ftiKrP3gW3k&list=PLEETnX-uPtBXT9T-hD0Bj31DSnwio-ywh>

**Simple Directmedia Layer (SDL):** [**https://www.libsdl.org/**](https://www.libsdl.org/)

SDL Wiki Page: <https://wiki.libsdl.org/FrontPage>

**Helpful Resources for using Git:**

<https://rogerdudler.github.io/git-guide/>

<https://githowto.com/>

<https://docs.microsoft.com/en-us/visualstudio/get-started/tutorial-open-project-from-repo?view=vs-2019>

**OpenGL Mathematics (glm):** [**https://glm.g-truc.net/0.9.9/index.html**](https://glm.g-truc.net/0.9.9/index.html)

Basically, just a library that allows us to create vectors or matrices easily. This will be helpful for the person assigned to math function. So maybe have one top left vertex of a square represented through:

glm::vec2 m\_topLeftVertex;

**ImGui (Library for UI, will be rendering it with SDL/OpenGL):** [**https://github.com/ocornut/imgui**](https://github.com/ocornut/imgui)

Only Lexi needs to look at this.

**FREE Game Art:** [**https://opengameart.org/**](https://opengameart.org/)

This website contains free textures, music, and sounds. Great resource.