For the [A]lihanEngine

Right click solution -> properties

V C++ directories

Include directories:

$(SolutionDir)Dependencies\GLEW\include;$(SolutionDir)Dependencies\GLFW\include;$(IncludePath)

Library Directories:

$(SolutionDir)Dependencies\GLFW\lib-vc2015;$(SolutionDir)Dependencies\GLEW\lib;$(LibraryPath)

C/C++

Preprocessor -> preprocessor definitions:

GLEW\_STATIC;%(PreprocessorDefinitions)

Linker

Input -> additional dependencies

glfw3.lib;glew32s.lib;opengl32.lib;%(AdditionalDependencies)