To run the project. Make sure that the Example Game is set as a startup project. You can do that by right clicking the Example Game under the Solution Explorer and selecting the "Set as StartUp Project" option. Then you can safely run the project.



After building the project, the game exe will be under one of the following links, depending on the build settings:

x64 in Debug: x64/Debug

x64 in Release: x64/Release

x32 in Debug: Debug

x32 in Release: Release