

# Implementation guide

## I. Create a new Game

You will need to create a new folder named after your game in the directory `./game` containing at least: a Makefile to compile your game lib, a `.cpp` and `.hpp` to implement the class of the game, speaking of: the class will need to inherit from the `IGame` interface. The only methods that need to be implemented are the ones of the `IGame` interface. The expected behavior of the methods are described in the `IGame.hpp` file. Don't forget to add the rule of the Makefile of your lib to the Makefile at the root of the repository.

## II. Create a new Graphical library

You will need to create a new folder named after your game in the directory `./library` containing at least: a Makefile to compile yourlib, a `.cpp` and `.hpp` to implement the class of the Lib, speaking of: the class will need to inherit from the `ILibrary` interface. The only methods that need to be implemented are the ones of the `ILibrary` interface. The expected behavior of the methods are described in the `ILibrary.hpp` file. Don't forget to add the rule of the Makefile of your lib to the Makefile at the root of the repository.