Arcade

How to launch

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How the project works

How to implement new graphic libraries or new games?

People on the project

Intergroup team leader

How to launch

to launch the project you just have to execute make and then call the binary

```
./arcade ./lib/$(name of the lib)
```

For example you can execute

```
./arcade ./lib/arcade_sfml.so
```

The purpose of the project

Arcade is a Project where a core handle games libraries and display libraries. These libraries are dynamics libraries and must be created by the group. There is also for this project a group of groups. It must be possible to exchange libraries between groups, and the core must handle it and make it works.

How to implement new graphic libraries or new games?

To implement a new display library, you just have to code the function you can find in the IDisplayModule in a class that inherit from IDisplayModule.hpp with the graphic library you want to implement.
To create a new game library, you also have to create a function tick that you can find in the IGameModule in a class that inherit from IGameModule.hpp. And in this function you have to call IDisplay functions that follow your game logic.

People on the project

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