

# Kapitel 1

## Introduktion

### 1.0.1 Forord

”testing subfiles” whup whup

### 1.0.2 Abstract

Abstract Here mere text

Når man skal konstruer et spil, skal det typisk kunne spilles på mange forskellige plaformer med forskelligt hardware, og for at alle spillerne på de forskellige plaformer, skal kunne få den bedst mulig oplevelse til det hardware de har, bliver man nødt til at have forskellige skærmopløsninger. Når man har forskellige skærmopløsning i sit spil, kan der opstå en række problemer, som du bliver nødt til at løse. Disse problemer kan summeres ned til tre: Forskellige opløsninger tekstur, forskellige aspekt ratio, og skallering.

# Kapitel 2

## Bilag

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