

# How to implement new libraries?

## Graphics library

Your graphics library class **MUST** inherit from *lib/include/IGfx.hpp*.

Your graphics library class **MUST** implement all functions from the *IGfx.hpp* interface.

Your graphics library entryPoint's name **MUST** be “*entryPointGfx*”.

You **MUST** move your graphics library compiled as .so file to lib/ folder.

## Game library