

# 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

Your game library class **MUST** inherit from *games/include/IGame.hpp*.

Your game library class **MUST** implement all functions from the *IGame.hpp* interface.

Your game library entryPoint's name **MUST** be “*entryPointGame*”.

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