GameEngine

# Introduction

This document will explain the purpose and the use of this game engine made with pygame.

# structure

# Examples of game structures:

Game

gameengine

game engine modules </br>

|\_ data</br>

|&emsp;|\_ gamedata (for example, images, anim files,...)</br>

|\_ src</br>

|&emsp;|\_ gameressources</br>

| settings.py</br>

| loadinglist.py</br>

| run.py</br>