

# studious-engine

The Mechanics

27.10.2017

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# The team



- Adina Chirila
- Marius Demeter
- George Mircea
- Radu Motrescu
- Miruna Vlaicu

# What, why and how?

- studios-engine is a small game-making framework
- Because we wanted to learn modern C++
- You will see!

# Technologies used

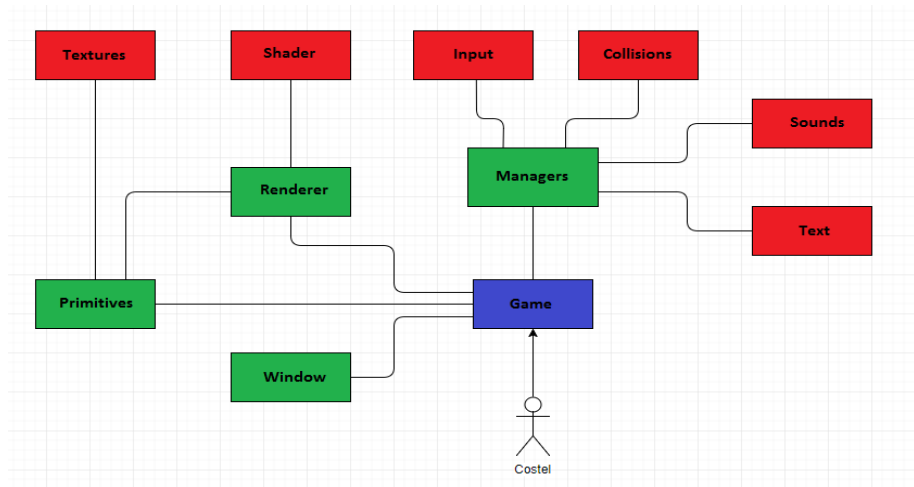
- OpenGL
  - GLFW
  - GLEW
  - FreeImage
  - fmod
  - gltext
- ez-gen
- git



# The Class Diagram



# The Components



# Live Coding!



# Our Brick-Breaker!

# Any questions?

Thank you for your attention!