studious-engine

The Mechanics

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Overview

The team

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

What, why and how?

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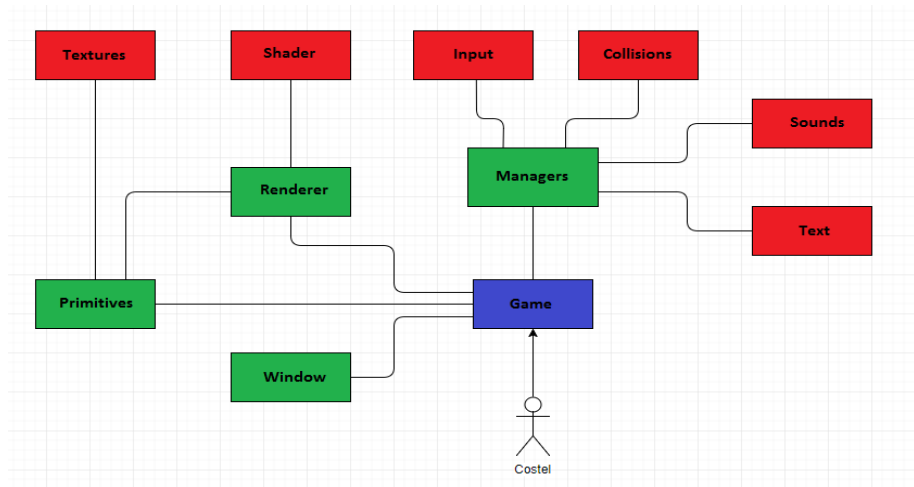- Because we wanted to learn modern C++
- You will see!

What do we used?

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

The UML

The Components

Live Coding!

Our Brick-Breaker!

Any questions?

Thank you for your attention!