

studious-engine

The Mechanics

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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!

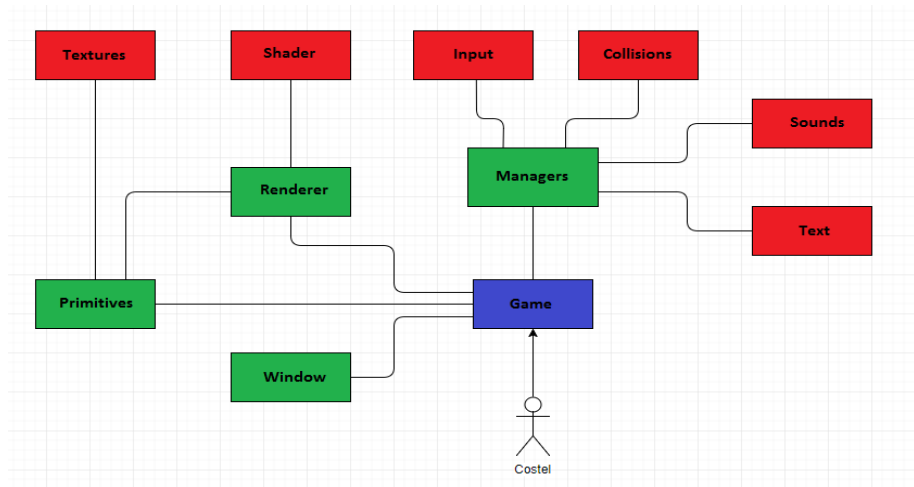
What do we used?

- 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!