studious-engine

The Mechanics

27.10.2017

The Mechanics studious-engine 27.10.2017 1 / 11

Overview

- The Team
- 2 Project Summary
 - What, why and how?
 - Technologies used
 - The UML
 - The Components
- 3 Live Coding
- Our Brick-Breaker



The Mechanics studious-engine 27.10.2017 2 / 11

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!

The Mechanics studious-engine 27.10.2017 4 / 11

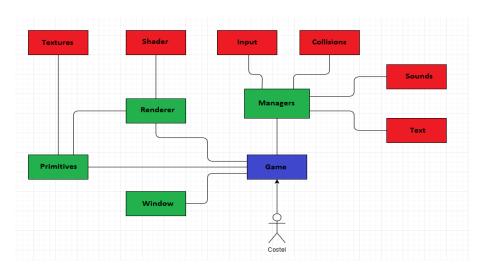
What do we used?

- 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!

The Mechanics studious-engine 27.10.2017 11/11