

studious-engine

The Mechanics

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

The team

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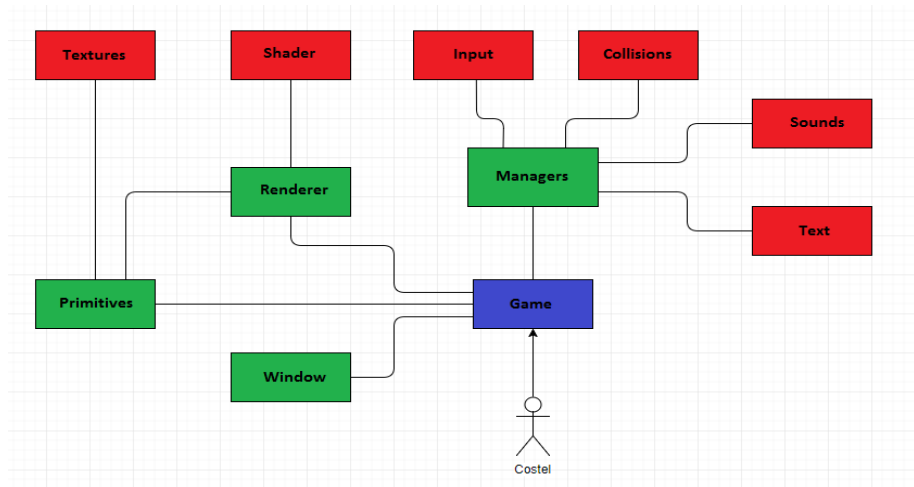
What, why and how?

- 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 Architecture



Live Coding!

Our Brick-Breaker!

Any questions?

Thank you for your attention!