

studious-engine

The Mechanics

27.10.2017

Overview

- 1 The Team
- 2 What, why and how?
- 3 What do we used?
- 4 The Architecture
- 5 Live Coding
- 6 Our Brick-Breaker
- 7 Questions

The team

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

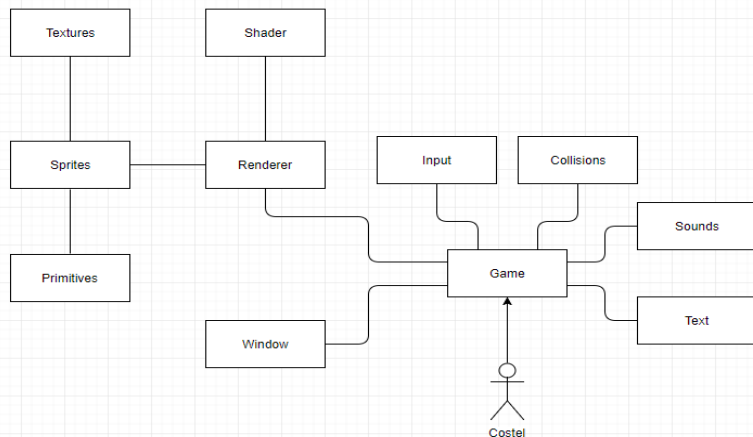
What, why and how?

- 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 Architecture



Live Coding!

Our Brick-Breaker!

Any questions?

Thank you for your attention!