

Project Title: Resource Manager for Real Time Strategy Game

Description:

The program manages a "directed graph" (a system of nodes and links between them going in one direction, much like web pages and their links).

Project File contents:

node.cpp : Data structure for holding a resource node in the game. Holds pointers to depending nodes and dependent nodes.

resource\_manager.cpp : Manages resources for the game. Provides functionality to add, delete and create dependency between nodes.