

Aspace

Aspace is a simple 2D top-down ship demo built with [Raylib](#) and C++.

Features

- Pixel-art ship with modular sprite-parts (thrusters, weapons, ...)
 - Player-controller wrapper that can swap to bigger ships later
 - Camera that follows any [CameraTarget](#) entity
 - Component-based world grid for lightweight collision / culling
 - Pure CMake build – no Makefile hacks – ships with raylib sources
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Prerequisites

	Windows	Linux / macOS
Compiler	MinGW-w64 10+ (auto-downloaded with VSCode C/C++)	GCC 10+ / Clang 12+
CMake	≥ 3.20	<code>sudo apt install cmake</code> or <code>brew install cmake</code>
Ninja	(optional) <code>choco install ninja</code>	<code>sudo apt install ninja-build</code> or <code>brew install ninja</code>

No global raylib install is required – the build pulls the exact tag we need.

Getting the code

```
git clone --recursive https://github.com/your-nick/space-something.git
cd space-something
```

Using `--recursive` is only needed if you keep raylib as a git-submodule.

With FetchContent (default), a plain `git clone` is enough.

```
# Generate build files (will fetch & compile Raylib automatically)
cmake -G Ninja -B build -DCMAKE_BUILD_TYPE=Debug

# Please wait: the first configure step downloads Raylib (~5 MB) and builds it.

# Compile the game
cmake --build build
```

Build (Release)

```
cmake -G Ninja -B build -DCMAKE_BUILD_TYPE=Release
cmake --build build
```

Run

```
# On Linux/macOS
./build/bin/Aspace

# On Windows
build\\bin\\Aspace.exe
```

Project Layout

— CMakeLists.txt	# Build configuration (FetchContent for Raylib)
— include/	# Public headers (Entity, World, Animator, etc.)
— src/	# Game source files (main.cpp, BasicShip,
PlayerController)	
— rsc/	# Resources (textures, spritesheets)
— build/	# Out-of-source build directory

License

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Author

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