

Game Programming with DXFramework

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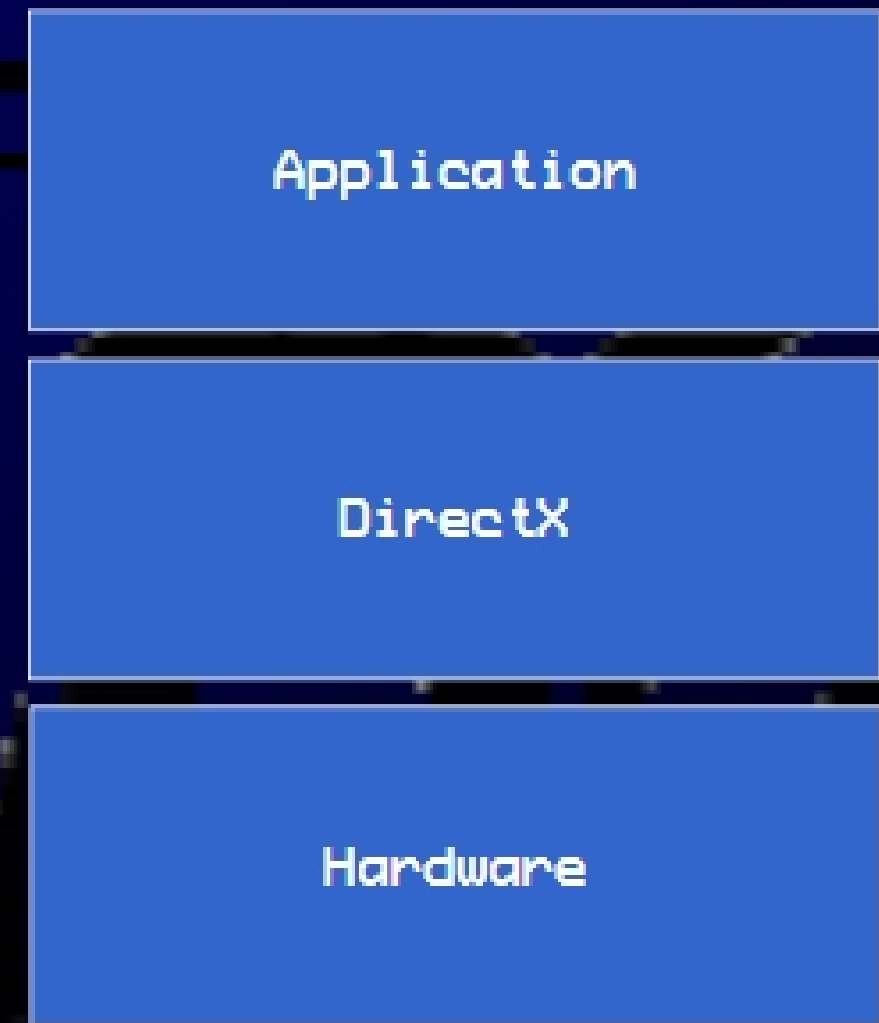
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The Big Picture

- DirectX is a general hardware interface API
- Goal: Unified interface for different hardware
- Much better than the past
 - Programs had to be coded for specific hardware



DXFramework is a Simple DirectX Game Engine

DXFramework goals:

- Simplicity
- 2D support
- Object oriented design
- Instruction by example

