

HAT-based demo for an asset software component in RAGE architecture

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Title

HAT-based demo for an asset software component in RAGE architecture

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Abstract

Demo of the TwoA asset (formerly HAT asset) with the DropEm game in the Monogame engine.

Screen shots

none

Version & change log

| Version | Date | URI |
|---------|-------------|---|
| 1.0 | 08-Sep-2015 | https://github.com/E-Nyamsuren/TwoA-TileZero-Monogame |

Source code

<https://github.com/E-Nyamsuren/TwoA-TileZero-Monogame>

Source code license

Apache License, Version 2.0

Installing the project

The executable requires Windows 7+ platforms. The source code project requires Visual Studio.

Dependencies

RAGE Client-side Asset Architecture

TwoA asset v1.1

Monogame game engine v3.0

References

non