

Kunyc

The drawing engine

```
auto startGameButton = new GUI::Button(& engine, xPos: m_distanceFromBorder, yPos: m_distanceFromBorder, width: buttonWidth, height: buttonHeight);
startGameButton->setButtonUpTexture( filepath: "textures/kenney_ui/PNG/buttonLong_blue.png");
startGameButton->setButtonUpBorders( top: 7, right: 7, bottom: 11, left: 7, borderScale: 2);
startGameButton->text = new GUI::Text( text: "Start Game", & engine, position: { x: 0, y: 0}, scale: m_fontSize);
startGameButton->text->center();
startGameButton->onButtonDown.addListener( listener: [&engine]() ->void {Scene* gameScene = new GridTestScene( & engine);
engine.changeScene( scene: gameScene);});
guiSystem.addGuiElement( & *startGameButton);
```

Custom ECS and Scene System

Intuitive GUI system which supports Nine-Slice Scaling and is expandable for your needs

```
float getPressure() const { return m_Pressure; }
float getXPosition() const { return m_XPosition; };
float getYPosition() const { return m_YPosition; };
```

Engine built around a drawing tablet input

```
/// \n position may be outside of actual window space when the stylus is touching the digitizer
/// \return horizontal pixel position starting from the left
float getXPositionPixels() const { return m_XPosition * scaleX; };
```

```
/// \n position may be outside of actual window space when the stylus is touching the digitizer
/// \return vertical pixel position starting from the top
float getYPositionPixels() const { return m_YPosition * scaleY; };
```

```
/// \return false if stylus is touching the digitizer \n true otherwise
bool isInAir() const { return m_isInAir; };
```

```
/// \return true if stylus is in range of digitizer and in window
bool isInRange() const { return m_isInRange; };
```

```
state:
float m_Pressure = 0;
float m_XPosition = 0;
float m_YPosition = 0;
bool m_isInAir = true;
bool m_isInRange = false;
```

Turn based strategy game on a grid

Stone Toss

Maximum Damage: 3
Mana Cost: 10 Size: 0
Cast Time: 5 Range: 4

Draw a spell's rune using a drawing tablet!
The better you are, the more powerful the spells get!



Runicus

Draw to win