Engine

A C++ library for developing 2D rhythm games

Try **Simple Rhythm Game**, a Stepmania-like game created with Beat Engine!



Inbuilt functionality for .mp3 import and

BPM estimation at runtime!

Useful features for synchronizing

gameplay and animations to music!

GameLab 3 Project alexander.roos@stud-mail.uni-wuerzburg.de 2023/24

