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

<table>
<thead>
<tr>
<th>Version</th>
<th>Date</th>
<th>URI</th>
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<tbody>
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<td>1.0</td>
<td>08-Sep-2015</td>
<td><a href="https://github.com/E-Nyamsuren/TwoA-TileZero-Monogame">https://github.com/E-Nyamsuren/TwoA-TileZero-Monogame</a></td>
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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