

**Title**

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

**Authors**

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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	<a href="https://github.com/E-Nyamsuren/TwoA-TileZero-Monogame">https://github.com/E-Nyamsuren/TwoA-TileZero-Monogame</a>

**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