

# View From 10,000 Feet

The blue layer could change on future platforms, but this is the Plan for Windows, Mac OSX, Linux and the iPhone. From the Games perspective it won't matter if the blue layer changes, unless they opted to Directly use Ogre3d.

## Games

Games, like Catch! will use the Physgame Engine to guarantee Portability and a low level of maintenance. Optionally for more in depth control a game developer can tie directly into Ogre at the cost of and increase in maintenance and reduction in portability

## Physgame Engine

Unifies Underlying Libraries in a Completely Platform Agnostic way, Provides OS integration, Event Management, and Other High level game features.

### Ogre

3d Multithreaded  
Graphics and  
Scene  
Management

### SDL

User Input and  
OS Integration

### Bullet

Fast Accurate  
3d Physics

**OpenAL**  
Sound

### Boost

Network/Misc

## OS and Platform

This could vary wildly, but will provide the foundation for our engine.  
This is what we are working to Hide.