DOTS Assignment – AGGP 225

DOTS (Data-Oriented Technology Stack) allows users to build projects that are better suited to users’ target hardware, improving performance. This is done by a combination of technologies that work together to create a data-oriented approach to coding. These technologies include ECS (Entity Component System), C# Job System, Burst Compiler, and Native Containers.

# Requirements

Create a Word document that explains what DOTS is.

For this assignment, consider that you are on a development team and have been asked to explore what DOTS is and what you can do for the team. Thus, your document should be written for other teammates.

Questions and topics that you should consider in your document:

* What is the current state of DOTS? Are there any known limitations?
* What does each technology/element of DOTS do? What are their purposes? (ECS, C# Job System, Burst Compiler, and Native Containers)
* How/why could DOTS be used to improve an already built game?
* How does DOTS improve game performance?

This will need to be 1-2 paragraphs long.

# Due

This assignment will be due at the start of class on 9/22.