Part 3

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Q1) Only simple 2d games can be created by this game engine since it doesn’t have any 3D elements and the engine is not designed to handle complex processes. The engine can only render, apply basic physics, and detect collision.

Q2) Our game engine was designed to create a game of pong. If we were to create a game like a 3D RPG:

1. We will need to add gravity (since pong will only uses velocity)
2. Heavily add AI elements to the game such as path finding and flocking.
3. We would need to add dynamic sounds and complex particle effects.
4. There will also be a need to add more complicated level/scene design since there will multiple complex scenes.
5. Since the game will be 3D, 3D objects, vectors and matrices will come into play and it will make it more complex (even for something as simple as position and rotation).
6. We can add Quest systems with objectives.
7. There will be a need to add animation since the game will be very animation heavy.