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Lab 5 (Group Class Engine Assignment)

Change List

Dec 12 - Mostly all of GameObjectManager completed. All basic functionality completed such as loading from file, creating new game objects, updating game objects, deleting game objects, and getters for game objects.

Dec 13 - Added ability to get all game objects with a component type and get all components from game objects by a component type from the GameObjectManager.

Dec 14 - Small bug fixes and optimizations. Created example loading file for others to base their load functions on.

Dec 17 - Save function implemented for GameObjectManager. Commented line for calling each game object's save function as it had not been implemented yet. Assisting with final testing for submission.