Comp350 - Optimisation Task Proposal

Project:

For this optimisation and porting task I will be using a game I was working on over the summer.

The game is a top down open world multiplayer farming game.

Engine:

C++

SDL

openGL or Phyre Engine.

Profiling Tools:

- Visual Studio profiler.
- Render Doc
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Sources:

Render Doc - https://renderdoc.org/builds

Phyre Engine - http://rdwest.playstation.com/research-technology/phyreengine/