**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

Sources:

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

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