**Part 3: Questions**

1. **What limitations do you think your game engine would have?**

First of all, our game engine will be inefficient and slowed down if we have too many actors to update on a stage at once. The reason for that is we implemented a single thread system for a main loop because the engine is only targeted to make a simple game.

Furthermore, physics systems of our game engine isn’t meant to be accurate because we are only planning to make a box collider and a capsule collider. Any games that require accurate physics won’t be able to use our engine as well.

1. **How can you adapt your game engine in order to accept a different game genre?**

Complexity and scale of the game are what really matters rather than a genre of the game when it comes to our game engine. The way our engine structured is really simple and straightforward. That’s why I argue this engine can be used to make any genre of game ironically. For example, we can make a simple RPG game using this engine even though the game we are trying to make is top-down Shooting game. However, if we are trying to make a huge scale RPG game, we will have to adapt few things for the engine. First thing we need to modify is replacing a single thread looping system to a multi thread looping system because for the games, the engine has to pre-load many things such as map or other characters. The single thread has limitation of loading the resources at the same time. We will also need to add better physics library to make game more accurate. For example, in FPS games, precise colliders are extremely important. If not, the characters will get damage in the part that is supposed not to get hit. Moreover, our game does not support ballistics due to lack of physic calculation variation such as gravity. Therefore, if users want to make these kind of games with using our game engine, they need to implement these kind of features.