Two Dee Engine – Goals

Create Simple Tile-based 2D Games

* Engine (What runs the game, handles the logic, renders the screen, calculates physics)
* Editor (How you build the game, set game logic, design levels, and create interactions)

User Components

Goals:

Create a Game Object that can be anything in the actual game, this alone can be an class with a few constant variables that every one has. In order to use the Game Object, there will be a variety of Modules that inherits a variety behaviors to use on the game object.

Game Object

Variables

-id

-position x, y

-Layer

-name

-Public List of Modules

Methods

-Public Get; Set

-Public Check Module

-Public Add Module – Incorporates Check Module

-Public Delete Module – Incorporates Check Module

Module – Every Thing In Game Is A Module, Like Collider, Sprite,

Variables

-id

-name

Methods

-Public Get; Set