

Bifrost : Engine Specification 2019-2020 (v0.0.1)

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Abstract

This document is a very tentative overview of the Bifrost Game Engine,

Overview

This document describes the API design of the Engine as a whole not on any specifics. Typically you will need to add more functionality than what is described here but this is the baseline so that all engine Modules can interact with each-other in a sane way. The member variables on any class is a suggestion while the **member functions are a requirement**.
