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

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July 9th, 2019

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**.

/ *void BifrostShaderProgram_loadFile(bfShaderProgram self, BifrostShaderType type, const char* filename); void BifrostShaderProgram_loadData(bfShaderProgram self, BifrostShaderType type, const char* code, size_t code_size); void BifrostShaderProgram_registerUniformBuffer(bfShaderProgram self, const char* name, uint32_t how_many, BifrostShaderStageFlags stages); void BifrostShaderProgram_registerUniformBufferAt(bfShaderProgram self, uint32_t binding, const char* name, uint32_t how_many, BifrostShaderStageFlags stages); void BifrostShaderprogram_registerImageSampler(bfShaderProgram self, const char* name, uint32_t how_many, BifrostShaderStageFlags stages); void BifrostShaderprogram_registerImageSamplerAt(bfShaderProgram self, uint32_t binding, const char* name, uint32_t how_many, BifrostShaderStageFlags stages); void BifrostShaderprogram_compile(bfShaderProgram self); void BifrostShaderProgram_delete(bfShaderProgram self); */
