Discussion

Flying Panther Games

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At the moment our game engine and game are part of the some project solution. The engine’s files are as follows:

* AI folder
* AssetManager folder
* Collision folder
* Extras folder
* GameObjects folder
* Graphics folder
* Input folder
* LuaScripting folder
* AudioEngine.h
* AudioEngine.cpp
* Singletons.h

The Singletons.h file is the core of the game engine and can be used to access all the different components of it.

The game’s files are as follows:

* GameWorld.h
* GameWorld.cpp
* MainGame.h
* MainGame.cpp
* main.cpp
* Question.h
* Question.cpp
* QuestionList.h
* QuestionList.cpp

Our game engine loads game assets, models, textures, objects and sounds, fairly well, unfortunately this must be hard coded into the game and can’t be loading in using scripts, although Lua scripts can be used to create simple AI for the game. We have only used it for a simple AI to travel between multiple waypoints, but more complex AI could be implemented through the scripts.

The water class doesn’t currently work because of when the water is rendered it seems to just increase in height indefinitely.