Game Engine Rational

Why we built our own, and a little about it

Requirements
- Play a linear, single-player, story game
- Easily allow prototyping by making it easy to add new content to the game engine
- Simple enough to get a quick start, robust enough to avoid problems later

Why we built our own
Well I (Alex) wanted to do it for fun, but there are also better reasons. For one, at the time of making the game engine, we were all trying to learn createJS. I was confident that I could make a game engine with a simple API that wouldn't get in the way of the team's development. Also, at the time of considering alternatives, the specifications for the game were very loose; making our own engine gave us the flexibility we needed.

Overview of the game engine
It is capable of running a linear, single-player game. The engine provides facilities to add content to the game through the use of `GameEvent` objects. The engine is little more than an object containing an array of GameEvent objects, and some state variables.

GameEvent objects are simply pointers to some function that should be executed, along with a little bit of seldom used metadata. If you would like to add a new event at the end of the game, just make a new GameEvent object and point it to the function that implements your new event.

The game engine also has a set of state variables, which keep track of things such as the current turn, biome, progress in the game, etc. As javascript is a prototypical language, developers can add whatever variables need to be maintained across GameEvent objects to the game engine object at runtime.