1- Some of the limitations our game engine might encounter are caused by a lack of 3D support since our game is designed to be a 2D platformer game. We are also limiting the player’s camera control as the view is static and will not change, ie following the player, until the player loads a new area. Our engine currently has no local or network multiplayer support but it would be possible to add a second local player to the game based on our existing engine structure.  
  
2- Regardless of the genre, as long as the game is in a 2D, the game would be fairly easy to adapt. Our engine currently has an ActorFactory to generate objects and enemies. We could easily adapt our system to spawn enemy characters and enemy weapons. Our level system can be adapted to build buildings for the RPG. To implement the engine to make a 2D RPG game, we would need to create an inventory system, spell/ability system, particle-system, quests class, map class to show where enemies and items are on the map and a compass class to direct player to an objective or exit. The camera would have to change to implement a new camera-view suitable for the RPG. The player class would have to be modified to implement different types of attacks/spells and defenses. The enemy class would also have to be updated in a similar way. We would have to modify our UI to implement a Health bar and a Mana bar to provide the player with intuitive feedback. We would have to modify our scene graph to allow for scrolling backgrounds and moving inanimate objects on the background. We would have to modify our rendering system to create a range of vision for the player (fog of war). Input component would have to be modified to detect additional key-down events for attack, defense/dodge, and other abilities.