Notes on Evil Temple Engine

A very simple scene graph is used to represent the currently loaded zone.

The background map is also part of the scene graph so a common pre-loading technique can be used for bordering map tiles.

For all meshes, bounding boxes are pre-computed to include all animation states. It would also be possible to save bounding boxes for each running animation (possibly preferable).

The engine stores all bounding boxes in 2D screen space as well, allowing very quick culling. Nevertheless, a quad tree is used to represent the scene, using the unrotated non-isometric coordinate system. Since the camera \*never\*rotates, and the “perspective” is always the same, the extent of the bounding box and relation to the center of the object can also be precomputed.