Square Engine Documentation

Engine Version: Alpha 1  
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Content Assemblies

### Definition

A Content Assembly is a .NET assembly that references Square Engine’s main assembly (SquareEngine.dll) and therefore may or may not contain types relevant to the game.

### Purpose

Square Engine will iterate through the types of loaded content assemblies when it’s initialized in order to prepare for their use during gameplay by doing expensive operations before the game has started, this in order to avoid slow-downs during gameplay.

### Limitations

All Content Assemblies must be loaded into the current AppDomain before Square Engine is initialized, otherwise their types will not be registered as valid components of the game which may result in crashes.

### Misc

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Game Objects

### Definition

A Game Object is a .NET type that references ”Square.Modules.Content.GameObject”.

### Purpose

Game Objects are meant to provide the functionality of a physical object that exists inside of a 2D environment (Scene).

### Limitations

All Game Objects must be attached to a

### Misc