# Limitation

We are creating an engine for the first time and mostly do not know what we are doing so we agreed to start small and simple. This is to ensure that we would get familiar in creating game engines and in the future create a more complex engine. While the engine we are creating will focus on 2D games we could probably push it to create a 2.5D or isometric game.

# Adaptability

To change from our focus of 2D puzzle platform genre in our engine, we would need to add several new classes in our component architecture. For example, we need to add in levels, experience points and skill points. We need experience to gain levels, which will increase player health and mana and skill points to increase the strength of skill the player have. Coding wise we need to have interaction between gaining experience points for obstacles and gaining levels.