Answer the Questions

1. What limitations do you think your game engine would have? Try to explain what these limitations are. (Approx. 50-100 words)

I think one of our game engine’s biggest limitations is that the engine’s structure can only optimally support a single player game. In addition the engine does not support simulated realistic physics.

1. How can you adapt your game engine in order to accept a different game genre?

If we were not making a top down shooter style game we would have to adapt the structure of our engine. For example if we were making a turn based RPG, there would no longer be collision with entities/actors in the work so we would not have to implement a physics resolution system. However, we would need to add in a new system to handle the turn based sub-system. We would also have to change the AI components. Instead of the Path finder we could change it to a some sort of model that will perform attacks and use items during combat. Also because most RPG games are played in two different ways, usually a top down world view and a combat view. We would probably add a Game Mode Manager that would be responsible for loading between combat and walking around.