

CH10_003

EXERCISE

ENGINE ORGINIZATION

Exercise Files

Starter – n/a

Answers – n/a

Exercise Mission

n/a

Synopsis

In this exercise, we will review some of the facts we learned about the organization of a Torque Game and of TGE. As well, we will start learning how to find things out on our own.

Prerequisites

1. *ch1_001.pdf "Using The Kit"*

Exercises

1. *The Simple View (pg 2)*
2. *The Directory View (pg 2)*

ENGINE ORGINIZATION

1 The Simple View

Goal: This section checks to see what you remember about the simple view structure of TGE and TGE games.

Questions:

1. How many (general) layers is TGE (and a TGE game) composed of?
2. What are the commonly accepted names for these layers?
3. Which of these layers are fixed (in a game using an unmodified engine?)
4. In a sentence or two, describe the purpose of these layers.
5. Which layer contains game scripts, artwork, and other game assets?
6. Which layer(s) can you modify?

2 The Directory View

Goal: This section checks to see what you remember about the directory view structure of TGE and TGE games.

Questions:

1. How many major directories does the engine source directory contain?
2. If you wanted to add OpenGL extensions to TGE for use in Windows platforms, which directory (or directories) would you likely need to modify code in (or add code to?)
3. What directories contain code for game objects like the terrain, players, vehicles, etc.?