Part 3 Questions  
  
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1. What limitations do you think your game engine would have? Try to explain what these limitations are. (Approx. 50-100 words)  
  
 First of all our engine will definitely have limitations on how far we can render our visuals. Because we will not be using a huge amount of RAM, we will only be able to render 2D or soft 3D games and nothing which would be too large or in depth. Our engine will also not be able to access online multiplayer because it is not implemented as well as we will not have the functionality for our games to access actual hardware on the PC it is being used on (such as webcams and microphones.  
  
2. How can you adapt your game engine in order to accept a different game genre? You may use diagrams, UML, etc. to help illustrate your example. (if your game genre was FPS pick a different genre for instance RPG and describe how your engine would be different). (Approx. 200-300 words)  
  
 Our game engine can easily be adapted for a variety of different game genres. Since our game engine is a 2D engine we would be able to make any style of top down shooter however, because we do not have 3D rendering we would not be able to render FPS or TPS games . If we were to add more variables we would also be able to do a full on RPG because our engine already includes the ability to generate walls and textures. All we would really need to add to create a full on RPG would be adding more textures and different variable values to make the game more in depth. Our game engine would also be able to create platformers. We would add gravity by adding a velocity downwards to entities while they are not grounded or having collision with the floors. Everything else would be pretty similar to how our game slime hunter works so not much difficulty creating platformers from our engine. The last game genre type which would not be too difficult to create with our game engine is creating turn based strategy games such as board games similar to chess. We already have hitboxes and collision detection so all we would have to add are again the textures as well as the individual movements for each of the units/pieces.