



Robust Engine

By Lucio Franco and Benjamin Snoha

What is it?

- Lightweight game engine
- Easy texture loading and scene editor
- Easy to use State management
- Uses OpenGL

Who did what?

Lucio:

- Developed Game Engine

Benjamin:

- Developed Game using Engine

What went wrong?

Issues:

- Lots of debugging
- Not many problems
- We quickly fixed any issues that we encountered

Goals Achieved

- Created a game engine, not just a game.
- Added all the features we wanted:
 - Map level editing system
 - State management system
 - Health/Shooting System
 - Enemies and AI

Credits

Lucio Franco

Benjamin Snoha