

# WHAT IS AMETHYST?

- ▶ Core engine that glues everything together
- ▶ Collection of crates (modules)
- ▶ Powered by an Entity Component System (ECS) model
- ▶ Data oriented/Data driven
- ▶ Parallelism at its core
- ▶ Focused on reusability and clean interfaces

# DATA-ORIENTED

- ▶ Programming paradigm
- ▶ Exploits modern hardware
- ▶ Pipelining
- ▶ Modularity
- ▶ Parallelism

# DATA-DRIVEN

- ▶ Software design style
- ▶ Easier hot reloading
- ▶ Easier prototyping
- ▶ Scales better
- ▶ Better organization of game logic