WHAT IS A GAME ENGINE?

▸ Collection of libraries

▸ Provides support for windowing, rendering, input and more

▸ Large code base with many moving parts

▸ Engine components are often tightly coupled

▸ Hard to parallelize

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