DATA-ORIENTED

DATA-DRIVEN

‣ Programming paradigm

‣ Exploits modern hardware

‣ Pipelining

‣ Modularity

‣ Parallelism

‣ Software design style

‣ Easier hot reloading

‣ Easier prototyping

‣ Scales better

‣ Better organization of game logic

THE PAST

▸ Created by Eyal Kalderon (@ebkalderon) in early 2016

▸ Started growing rapidly in early-mid 2016

▸ Specs was born (**S**pecs **P**arallel **ECS**)

▸ Shred was born shortly after (**Sh**ared **Re**source **D**ispatcher)