1. The limitations we think we might have is the different camera angles which is more difficult to do in 2D games. If we wanted to switch our game to 3D, we would have to recreate objects from scratch and add a Z vector to our code. Finally, our last answer would be the developers or creators of the game engine. We think that we only have a limited knowledge building a game engine, alone have only half a year to complete it.
2. We can adapt our game engine from an adventure game to a Contra style arcade shooter. We would replace our attacking with a projectile class, and our enemies would still stay the same as the player would just need to destroy the enemy. All the functions for the player would be changed only by a bit. For example, death states, jump states etc. Since our adventure game will be a side scroller, the only major changes for a different genre of game would be a top down shooter. We would have to change our movement for our character and create a background that moves with the player. A top down to a spaceship game would also not require a lot of work because of again, how we have a projectile class included and a background scroller included too. There are many similarities with 2D games. The only trouble or most work we will have would be an Angry Birds type of game that requires movement collision and throwing physics. Classes like a thrower, or a damage score would be needed to completed and tailored to the suggested game engine. The scope of Angry Birds will be complex. Our Endurance engine will try to be best suited for all 2D games so they can be easily created later on.