Engine Report

*Intro (300 words)*

The task for this assignment was to create a game engine with several features and then making a simple game to demonstrate those features. At the start of the project Git was used to keep a version control to make sure that if anything where to go horrendously wrong that a pervious would still exist to work from. Also, by using Git the project could be worked on from anywhere. By using CMake, which is the industry standard, to build project it made it portable and easy to pull and push to git as the file size was never too large.

Throughout the project it was very important that I keep my code as consistent, with varables, functions and parameters all following a naming convention along with other mesures that I will go into later, as possible to make sure that my code in easy to unders

*Program design(600)*

*Conclusion(300)*