**Game Engine Questions**

CODE OR DIE

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1. The main limitation of our engine is that it is structured specifically for our game. It would be a relatively simple addition if we wanted to add complex AI, networking, or a save system. Other things such as our ‘LevelManager’ or ‘StateManager’ would be fairly specific to how the game works, and would eliminate the possibility of creating a game of a different genre or even scope.
2. As described in the previous question, it would be a challenge to adapt our engine to a new genre. Our engine is built for a simplistic 2D mobile/PC game. In short there would be many additions and changes to the engine that would have to be made.

Changing the ‘LevelManager’ would be the primary task, as currently the ‘Level State’ is specific to our game. We would most likely have to add some components to the engine for specific genres. For example, if we wanted to make an online FPS with our engine, we would have to add a variety of things including: networking, a communication system, a robust physics system, and a player data save system. Furthermore, if we were to publish our game on proprietary platforms, there would most likely be additions and changes to make to integrate the platforms features/services.

Another complication would be that essentially all of our engine components would be structured around a 2D game. If we were to build the engine around 3D space and assets, we could still create our 2D game with it, but building a 3D engine would prove much more difficult.