**Questions**

1. Our engine has several limitations. The biggest would be that it is specifically made for 2D games. It has no functionality for drawing primitives or anything that isn’t a sprite. If anyone wanted to make any kind of 3d or non sprite game this engine would not work. Also this engine is made for windows only platform and could not be ported without significant changes to the engine.
2. If we were to create a game of a different genre using our engine such as an MMORPG there would need to be a huge change in engine functions. We would need to implement networking functions so that our game could communicate across networks and servers. We would need to create actor components so they could use our backend network functions to also communicate properly (such as synchronizing movement and animations) over the network. Our save class would have to be altered to include our persistent world that would be saved on the server. We would need to include some sort of login and launcher applications so that servers can keep track of players and their characters’. Launchers would also be needed to keep the game and engine up to date. Finally encryption and security measures would have to be built into the engine and servers to ensure that no modified data could enter servers / engine / game itself.