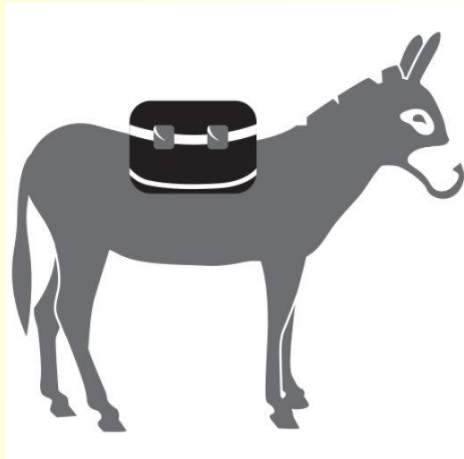


# AFK Engine



by Pack Mules

Domenic Pullar-Khan  
Kenneth Mak



# AFK Engine

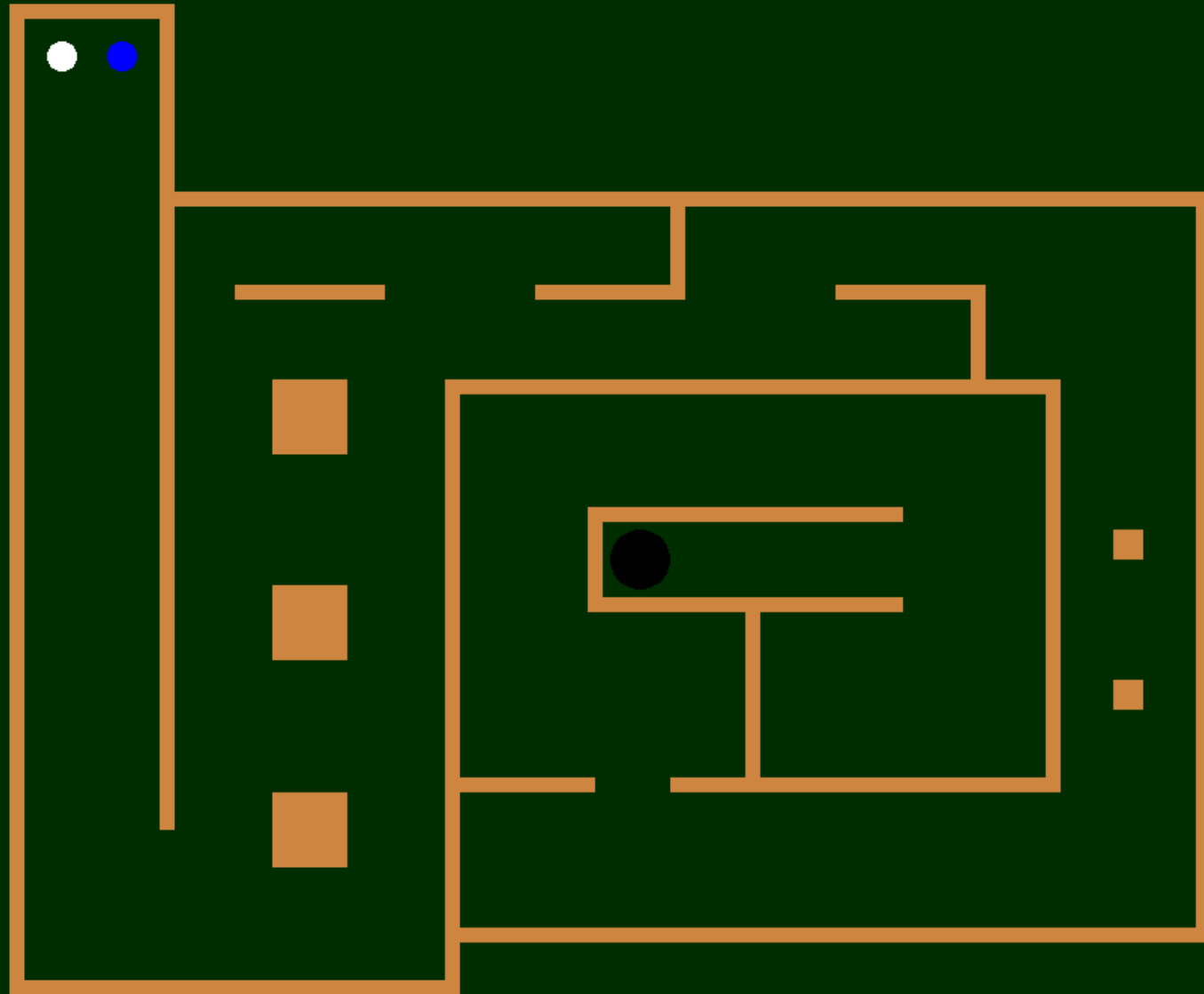
- A 2D engine
- Focuses mostly on collision and physics
- Component structure similar to Unity
  - GameObject
  - Transforms
  - Rigidbody



# Golf Greens

- A Demo of our engine with a mini-golf game
- Currently a 2-Player game

Turn: Player One - Stroke: 1

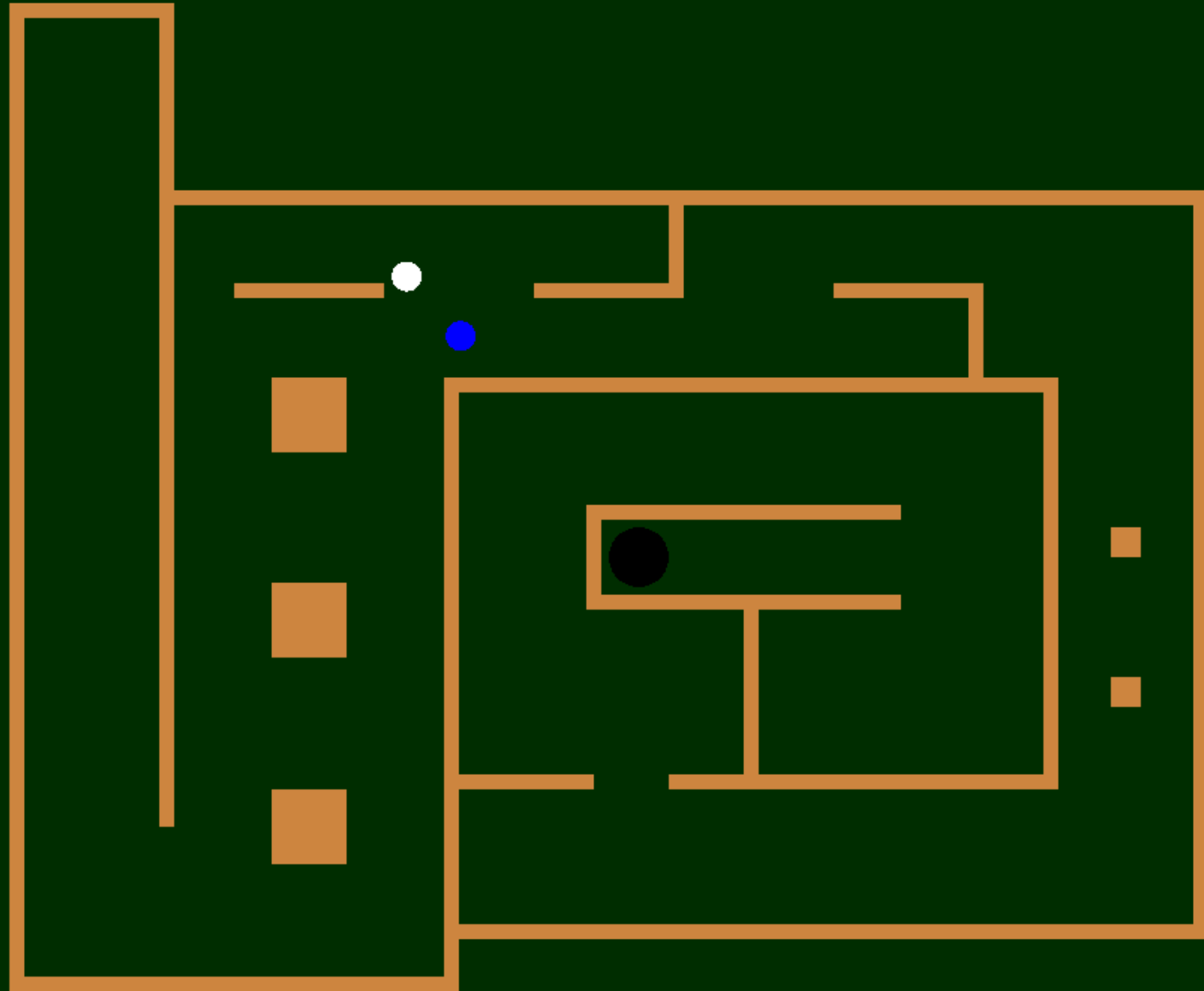




# Golf Greens

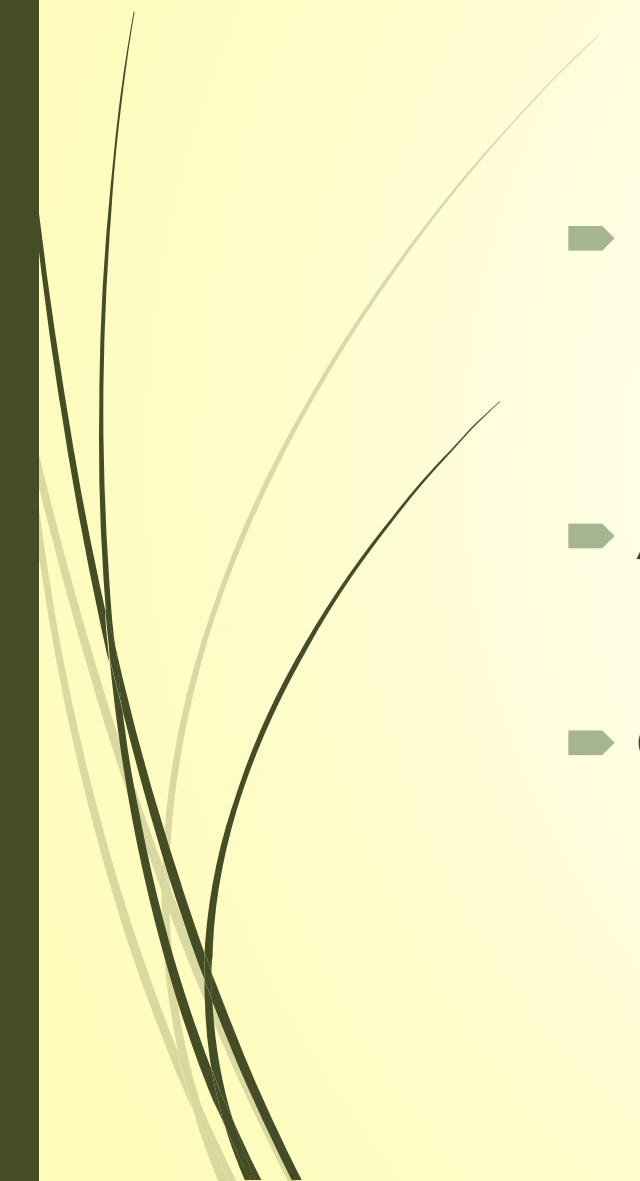
- Balls can be hit while in motion
- Balls will collide with other balls

Turn: Player Two - Stroke: 17



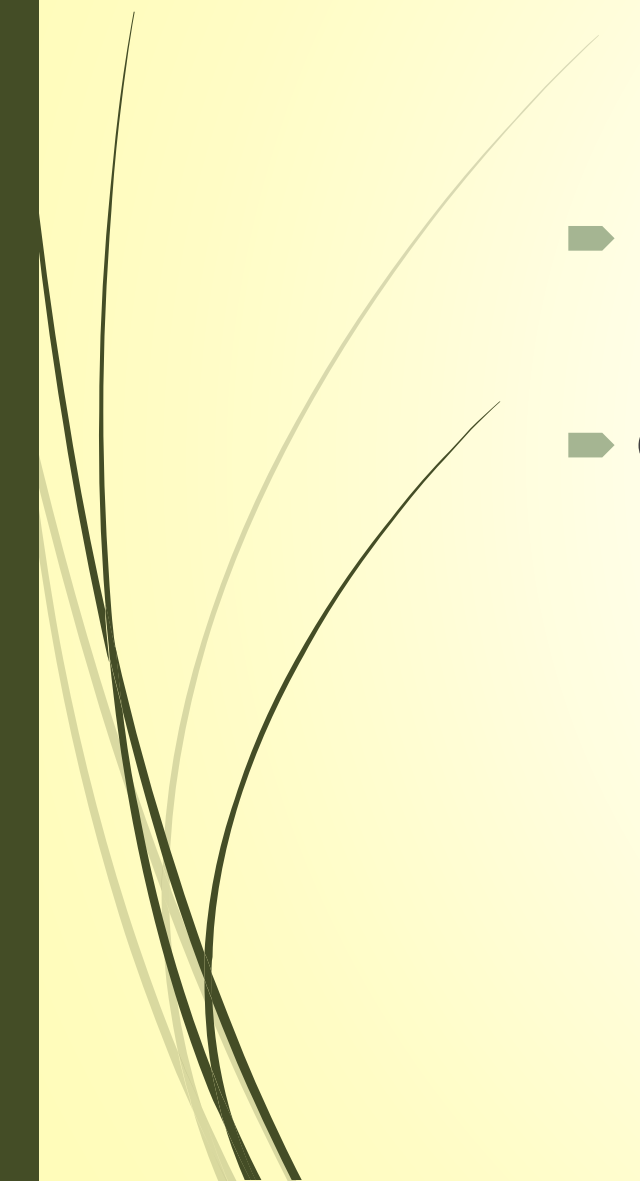


# Advantages

- Physics Collision
    - Circle & Rectangle Shapes
  - Audio Implementation
  - GameObject structure easy to understand
- 



# Disadvantages

- No XML/JSON, objects are hard coded
  - Only circles & rectangles
- 





# What could be improved next?

- Clean up the code
  - Implement XML/JSON loading for better scene building
- 



# What else can this engine be used for?

- Anything with simple collisions with shapes of rectangles or circles
- Most simple 2D Games
  - Pong
  - Brick Breaker
  - Pool
- Possibility of platformers