**Questions**

1. Our assets would be simplistic primitives. We don’t have a manager to take in assets made outside of the game engine, preventing more creative assets from being used. A game that uses more complex systems such as an RTS game where the A.I. would be constantly processing it’s best option to win, regardless of player input.
2. To adapt our game to a different genre such as a racing game, we would need to include a Physics Component to compensate for acceleration, adding forces and friction. We would add an asset manager as well for any assets or animations that are created outside of the engine to render cars, and the world in 3D opposed to our 2D game. This would allow for game designers to partake in our projects and give access to a greater variety of assets. We would update the AI more frequently to handle pathfinding in a more efficient manner for the racing game. Instead of using a simple game loop, we would use a multithreaded or cooperative multitasking game loop so that our game engine could more smoothly handle different processes such as AI, physics, or audio simultaneously.