

Task 33 Spike: Game Engine Pattern Analysis

OPTIONAL

Context

You previously did an analysis of Game Engines. Since then, you have learned much about low level game programming. Revisit your analysis with everything you've learnt.

Knowledge/Skill Gap:

The developer has wants learnt much about Games Programming and has an improved understanding of how to evaluate the range of frameworks and libraries available to build upon when constructing games.

Goals

Take the analysis of one of the Game Engines you did for Task 3 and review it with the knowledge you now possess about games programming patterns. Can you identify any patterns used by this engine? What high-level documentation exists that might capture patterns used?

Expected Output

Repository

1. Updated Report on Game Engines
2. Spike Report

Canvas

1. Spike Report