**What limitations do you think your game engine would have? Try to explain what these limitations are.**

One of the limitations for our engine would be devices not compatible with DX12. This includes Mac, Linux and any PC’s with graphics cards that do not support DX12. Another limitation of the engine would be that our engine is created for a 3-D scene, and does not easily support 2-D.

**How can you adapt your game engine in order to accept a different game genre? You may use diagrams, UML, etc. to help illustrate your example.**

In order to make a 2D Role Playing Game, we would have to implement 2D graphics. In order to accept 2D graphics, our graphics engine would have to be adapted to accommodate for the change in camera position, and our game engine would have to be changed to accept sprites and spritesheets. At the moment it would be unable to play spritesheets, as it does not have the functionality to do so. A role playing game would require a different user interface to be displayed to the user.