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

I believe that our potential limitations for our engine would be:

* 2D games  
  -Our rendering system is based around 3D, which includes physics and a 3D collision system.
* OpenGL (Mac systems, Linux Systems)
* Console development
* Mobile

**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.**