

Our game engine, the Action engine will be a 2D engine. The limitations for our engine would be doing anything in 3D since that would be a completely different dimension that the engine will not be programmed for since our game will be 2D. Also the engine will be limited in only being able to run on windows Computers since we are using Windows.h in our engine. The physics in our engine will be basic and limited due to the current physics engine we brought in. our engine will not have sprite scaling or rotation since we will be spawning the sprites in.