Part 3 Questions

1. This game engine is only structured for the specific game that we are going to make, so it can only make 2D games. Also, this game engine does not have any aspects about physics or lighting. Furthermore, the input the game engine can listen to is just left key or right. Also this game engine does not support any audio.
2. If I have to make different video game genre, this game engine have to implement a lot. For example, if I were to make 3D FPS game, I will first implement this game engine the ability to generate 3D skeletons and animations for them. Next, I would want to change the interface of the video game engine so that I can see the 3D view of what is inside the scene and where they are. This way it will be easier for the developer to locate assets and see what it looks like in the actual game play. Also, I would add interface to see how animations look like and how they are attached and used inside the game. Next, I would add the ability to play the sound effects and background music. Then, I would add the ability to move camera inside the scene, allowing the game to have more dynamic move. Next, I would add the ability to use shaders, so that the developer can make more realistic look of their video game. Then, I would want to add the ability to allow video games to connect to internet so that the developer can make online games.