#### GAME ENGINE DEVELOPMENT I CRN-10424-201701

#### **Assignment #1 Questions**

#### Almost Done Group

#### October 15, 2017

1. I believe that because of the size and complexity of the proposed game, the architecture may not be the right one, especially if we try to implement the multiplayer part. With more time, resources and knowledge, I would opt for a more fragmented layered architecture and for the use of a command queue mechanism, separating well the layers of logic, vision and control.
2. Unfortunately, or not, I think that altering the genre of this game is very difficult or even unwanted. This is a very specific game because it is an adaptation of an existing board game to a digital platform. What I think could be evolved, besides the basic mechanics of the engine, as described in the previous question, would be the inclusion of 3D animations for the characters and villains (attack or idle animations). Turning this game into an action RPG, for example, would escape the original concept of this game and it could became a completely different game from the one proposed.



<Actor>

<TransformComponent>

<Position x=“1.35883” y=“10.24163” z=“-2.88255”/>

<Rotation x=“3.41321” y=“355.6992” z=“204.3222”/>

<Scale x=“7.2182” y=“7.2182” z=“5”/>

</TransformComponent>

<MeshFilterComponent Mesh=“mesh”/>

<BoxColliderComponent>

<IsTrigger>true</IsTrigger>

<Material>none</Material>

<Center x=“0” y=“0” z=“0”/>

<Size x=“1” y=“1” z=“1”/>

</BoxColliderComponent>

<MeshRendererComponent>

<CastShadows>true</CastShadows>

<ReceiveShadows>true</ReceiveShadows>

<Materials>

<Size>1</Size>

<Element0>White</Element0>

</Materials>

<UseLigthProbes>false</UseLigthProbes>

</MeshRendererComponent>

<RigidbodyComponent>

<Mass>7.2182</Mass>

<Drag>0</Drag>

<AngularDrag>0.05</AngularDrag>

<UseGravity>true</UseGravity>

<IsKinematic>false</IsKinematic>

<Interpolate>none</Interpolate>

<CollisionDetect>Continuous</CollisionDetect>

</RigidbodyComponent>

</Actor>