

# **Entity Component System**

Final, Graded Assignment in DAVE3605 - Effective C/C++ programming

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### Summary

This is a small framework built to support an ECS(entity,component,system)-based game-engine for the last assignment for the class DAVE3605 - Effective C/C++ Programming at Oslo and Akershus University College the

## 1 Entity Component System

### 1.1 Entity

### 1.2 Component

### 1.3 System

### 1.4 Challenges

## 2 Messaging System

## 3 A\* Pathfinding Algorithm