Arch\_GAME Rewrite Documentation

# Iterations 1

*-“The Player, a Window, and an Update loop”*

In this iteration, we will be focusing on structuring the core of the game by building the update loop. We will also be implementing the player in order to get a feedback on the players impact on the overall system.

Iteration 1 Necessary Functionality

* Window
* Game Loop
* Entity
  + Player
* PhysicsComponent
  + movPhysicsComponent
* GraphicsComponent
  + animGraphicsComponent
* LevelManager
* Controller