Systems that make up the engine

**Entity system:** This system allows the world to define objects and instances of interaction (characters, game objects, etc.) Many of the systems on this list rely on the entity system.

**Menu/game state system**: this system allows you to navigate the games overlying system to change settings load levels play the game, exit, etc.

**AI system**: this system provides the instigator/challenger of the player character and help to drive forward a good portion of the narrative, levels and gameplay

**Level system:** This system encompasses the many points of interaction for the player and it’s made to allow the players actions to have purpose and to facilitate and make the player want the interaction

* Game sequences system(in game)
  + --~~death/game over sequence~~ this is now a state event
  + --level/room complete sequence
  + --Narration sequence

**Render system**

**Game Event system (in code) (create a hierarchy of interactivity for each system scenario)**

**Combat system**

**Collision system**

**Sound system**

Music

--player sounds

--enemy sounds

--interaction sounds

--narrative voice over sound

**Particle system**