Sapphire Engine

Design Document

# Engine

## UC001: Engine Startup

### Description

The main goal of this Use Case is to get the engine up and running.

### Inputs

The width and height of the display window.

### Outputs

All necessary resources are initialized, the display window is created, everything is ready to run the game loop.

### Procedure

1. Execute UC002: Create The Display Window
2. Execute UC003: Create The Render System

## UC002: Create The Display Window

### Description

Do all the necessary steps to create a window with given dimensions to show a windows on a desktop, on which our engine will be presenting the frames.

### Inputs

The width and height of the window’s client area

### Outputs

An empty window displayed on the screen.

### Procedure

1. Register the Window Class
2. Adjust the Window’s Client Area so it fits exactly the given window dimentions
3. Create Window Instance

# Render System

## UC003: Create Render System

# Shutdown