

Video games

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1 Introduction

Game is based on curiosity ,entertainment and escape from reality.In our life ,we can see some Game Engineering concepts.Such as Avia simulators ,Industrial 3D,Medicine. Besides, every good game have a strong game engine.It's a flexible system,implemented as a framework or a library.Frameworks dictate control flow ,but libraries do not dictate control flow.Systems an engine might support Rendering ,Input ,Physics,and much more.Game is an infinity loop.Game logic have Lua, Python, JS, C, C++ these languages.

2 Three Game engine

1.Real time strategy (RTS) engine •Large number of low detail game units •Multiple levels of AI (unit, squad, team) •Client/server networking with some lag tolerance •Heightmap-based terrain 2.Vehicle simulation engines •Low number of hightail models, with level of detail management •Limited AI components •Minimal network latency •Realistic environment and physical forces 3.The universalgame engine •It doesn't exist •We can't build all of those systems in one semester •Most industry engines have been in development for years

3 Conclusion

With the emerging of network game, the player is no longer just focus on the game the playability of the product,they also also have certain attention and perception for game engine.In the high-player home, when they want to choose a game, engine is often the primary reference. The game engine can say is the soul of a game, a good game engine picture impact brought by the feeling and fluency, and is essential for a game of life cycle is essential.