Grok 3d!

Learn Game Engine Architecture by Building a Game Gngine Step by Step!

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# 

Whast the point of this section? Well a style guide is important because…

Header Files

* Headers should be preceded with #ifndef \_\_FILENAME\_\_H pattern and explain wy
  + Xplatform
  + Pragma once no good bc gcc
  + Stops reentry
* Namespaces one one, comments to say ending of
* Class camelCase
* Function camel case

CHAPTER 2

* Namespaces, how we use them, and our structure
* Classes, how we use them

Chapter 3

Each file what it does, important types described

Not yet in chapters

* GRK\_Entity::AddComponent
  + why it takes component and not component handle because when the component is added
  + Only entry point to add components to the ECS (this accesses world and then goes everywhere) after construction of the component, this is also why it takes Component and not a handle, no handle yet
  + Why reference param
* GRK\_Entity why I decided against a component mask
  + Systems will automatically know when you add all the right components if they should listen
* GRK\_Component explain packed attribute