Eric Presentation Notes:

**ARCHITECTURE**

-Component Based

-Archetypes and Resources

-Objects have Properties

-Functions, can be static, hold function pointer in a variable to be used later  
-Zilch, Extensive Property usage and Data-Driven Components

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-Advanced Messaging with Custom Events

-Child/Parent Hierarchy System

-Zero Editor, Objects, Levels and Data stored in JSON format.

**GRAPHICS**

-Scaling Sprites, Beam Aligned Particle Sprites

-Rotating Sprites, Beam Aligned Particle Sprites

-Multiple Animations using Skinned Meshes

-Child/Parents can have Sprites/Models

-Complex Level Content a forest

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-3d models rendered in 2d

-Screen Effects (Motionblur, Glow, etc)

-Particle System

-God Ray Lights

-Materials and Material Blocks

-Deferred Renderer

**DEBUG TOOLS**

-Zero’s Extensive Debug Draw

-In-Editor Performance Visualizer

-Advanced Debug Console

-Listen to Console Events

-Throw new Exception(“BLAH BLAH”)

-Edit during Runtime

**PHYSICS**

-Static Collision

-Dynamic Rigid Bodies

-Advanced Collision Response Events

-Basic Water Ripples/Splash/ Collision Detection

-Constraint Physics Joints

-Dynamic Rigid Bodies/Forces

-Character Controller is Dynamic Joint Motor