

Learn ASAP on a new
Game Engine

* The tools we use
most often

2.) Transformation Data (graphics)

Location

Rotation

Scale

2) Animations

- * Test/debug with still images

- * Be aware of how to animate soon

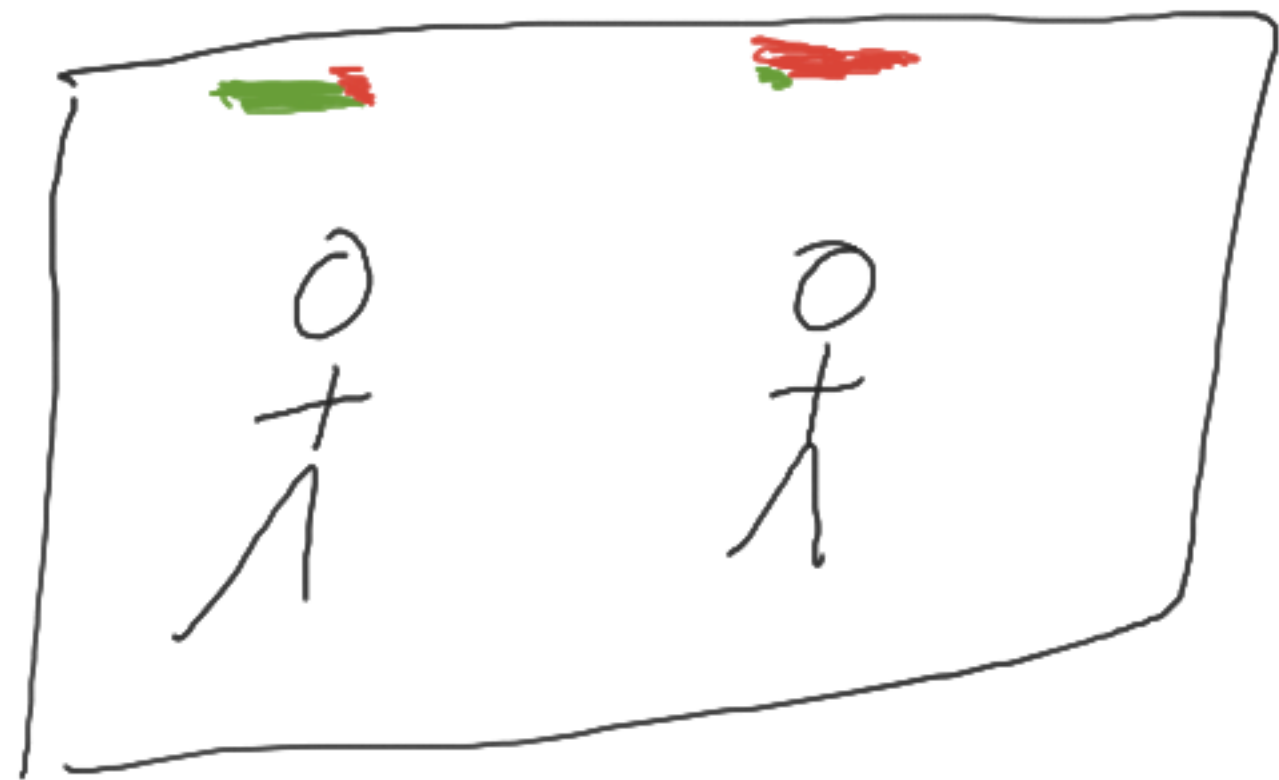
3.) Sound

* important for setting
the scene of story

* conveying emotion

4.) Heads Up Display (HUD)

* Text or graphics to convey game progress



* Don't Block the play area

5.) control events

- How does Player move
- How does computer move
(MOB, NPC, Background)

6.) Collision Events

* How does interaction
occur

Graphics & Data

7) Timer Events

* I recommend make your own frame counter even though complicated timers exist in every engine

1) Transformation

2) Animation

3) Sound

4) HUD

5) Control Events

6) Collisions

7) Timer