Game Engine Design Notes

Jeffrey A. Robinson, Gabrial Loewen,d Brian Eddy

October 21, 2013

1 Introduction

This document is the outline of how the game engine functions. It will discuess the graphics pipeline, each subsystem, external libraries, and tools that are used.

2 Graphics Pipeline

2.1 An example

In this section describe **in detail** from the start to the end how an object is rendered.

3 Game Engine Components

In this section we talk about each component of the system and what their responsibilites are and how subsystems interacts.

3.1 Renderer

The renderer will take a scene and from it draw things!