

# Game Engine Design Notes

Jeffrey A. Robinson, Gabriel Loewen, Brian Eddy

October 21, 2013

## 1 Introduction

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

### 1.1 Final Project Plans

In this section we describe the overall goal of our engine and the basic minimum functionality it can perform.

## 2 Graphics Pipeline

In this section we talk about the 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 responsibilities are and how subsystems interact.

### 3.1 Audio Manager

The Audio Manager will handle the loading and playback of sounds.

### 3.2 Renderer

The Renderer will handle the display of scenes.