

Game Engines

Documentation

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Contents

Contents	i
1 Introduction	1
2 Engine Description	2
3 Engine Structure	3
3.1 Manager System	3
3.2 Events System	3
3.3 Camera	3
3.4 Physics	3
3.5 Graphics	3

Introduction

1

Engine Description

2

Description of the engine, what it can be used for, and the like.

Engine Structure

3

More detailed about the structure of the various parts of the engine.

3.1 Manager System

3.2 Events System

3.3 Camera

3.4 Physics

3.5 Graphics