Game Engines

Documentation of Engine

Written by:

Emil Erik Hansen	14-06-85	emha@itu.dk
Julian Møller	18-03-87	jumo@itu.dk
Mads Johansen	22-05-85	madj@itu.dk
René Korsgaard	28-05-84	reko@itu.dk
Steen Nordsmark Pedersen	15-02-87	snop@itu.dk

Group: "GROUPNAME"

IT University of Copenhagen
December 2011

Contents

Formalities

<div style="text-align: right; font-size: 3em; color: #a8cce0;">1</div>

Add in all the formalities here.

- Documentation Requirements

- Engine Requirements

- The chosen extra feature

Consider finding a more suiting section-name might be better ("Requirements"?).

Engine Description

2

More of an actual light introduction. Description of the engine and what it can be used for. Covers the ideas and design. See the sections below.

2.1 Scope

Describe that the engine is meant to be for Real-Time Strategy (RTS) games.

2.2 Design Rationale

Describe various design descriptions in detail.

2.3 Major Features

The things that makes the engine special, the primary forces and so on.

Engine Structure

3

More detailed about the structure of the various parts of the engine. The sections below are potential examples.

3.1   Manager System

3.2   Events System

3.3   Camera

3.4   Physics

3.5   Graphics

Example Usage

<div style="text-align: right; font-size: 3em; color: #a0c0d8;">4</div>

Giving examples is one of the requirements of the documentation. It could either be done throughout the document, or simply be here in a chapter for itself. Most likely a better idea, to keep it from the more in-depth technical facts.