Game engine

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Abstract

This research document is for creating my own game engine and write my progress down for what went wrong and right. Additionally, this game engine will eventually be used by myself to write and publish a game. To achioeve this result of creating a game engine

Chapter 1. Game engine

There are many different game engines on the market, that each have their advantages and disadvantages. That is why this section is necessary, to understand the different popular engines and learn the different implementation they are using.

The three most popular engines on the market are:

- Unreal Engine

- Unity

- Godot

Chapter 2. ECS

2.1. Introduction

This is a brief introduction to the ECS system.
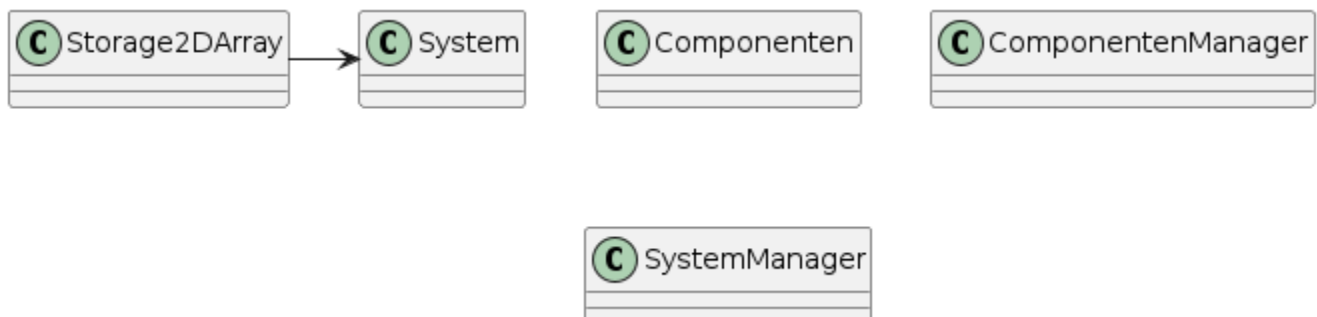
2.2. Entity

entity

2.3. Component

component

2.4. System

system

2.5. Structure

Testing citing [1] + [2] gekkigheid

[1] L. Susskind and G. Hrabovsky, *Classical mechanics: the theoretical minimum*. New York, NY: Penguin Random House, 2014.

[2] Niels, "BookNiels." ?, Apr. 2000.