



Game engine

Niels Stunnebrink

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 achieve this result of creating a game engine

Chapter 1. ECS

1.1. Introduction

This is a brief introduction to the ECS system.

1.2. Entity

entity

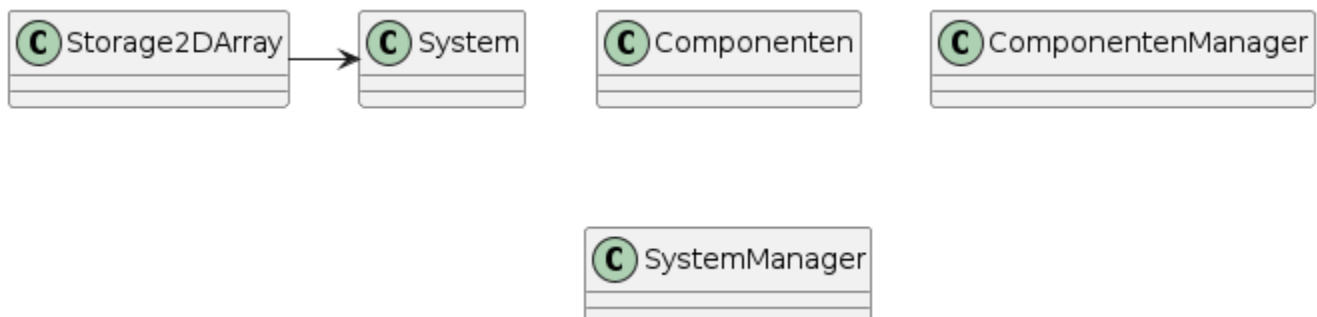
1.3. Component

component

1.4. System

system

1.5. 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.