Untitled Games Studio
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1. Limitations

    Currently our game engine is being specifically designed with a third person player character in mind. Our engine does not have a complex physics system either. Due to these two major limitations, the scope for games created with Iridium Engine have to be small and without a lot of complex features such as rigidbodies, momentum transfer, dynamic cameras, etc.

2. Moving to a different genre

    Our current game engine is designed for a Third person character based game. Moving to a genre such as RTS would required a few changes such as:

    a. Converting the actor classes to something more generic since an RTS has hundreds of various gameobject classes.
    b. Creating a tile based world instead of using level data
    c. Placing AI and other enemy intensive behavior on seperate threads.
    d. Perhaps the biggest change of all would be to UI. We would have to create an entire User Interface system which is pretty much non existent in Iridium.
    e. An engine integrated factory system that would efficiently create and destroy actors and resources. Since our game is pre-set with the required number of enemies and objects, we do not have to worry about runtime creation and destruction of gameobjects too much currently.
    f. Implementing camera to world raycasting. Currently for our game, we do not see a need for raycasts. If we were to switch to an RTS, we would be required to implement a raycast system so that the user can select the "tiles" to move the unit to.