

YACES

Yet Another Component Entity System, or YACES for short, is a **component-based** entity system for MonoGame/XNA.

The project aims to provide a property-centric **game object**-model for the MonoGame/XNA framework, and a **game object-runtime** which provides an interface for decoration with **scenes**, which compose of game objects and **systems**, which provide a mechanism, in association with the runtime, for handling the updating of game objects. To this end, the library will aim to provide base classes for creation of user defined components, game objects, scenes and systems. Certain predefined components and systems such as Transform, Controller and InputPollSystem for ubiquitous game features will be provided aswell.

Project github: <https://github.com/impliedfeline/YACES>

Zip: <https://github.com/impliedfeline/YACES/tree/master/Demo/>

The .exe is in the bin/ directory. The API, while not completely ready, is documented thoroughly in the source files. Included is a contrived demo showcasing the way systems interact with game objects and components.

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