

Game Engine Project

The Race Engine

Summery

- Introduction
 - goals
 - difficulties
- Engine
 - scene graph / ECS
 - physic
 - display
- Game
- Conclusion

Introduction

- Goals
 - car controller
 - car AI
 - physic engine
 - realistic collision
 - race modeler
- difficulties
 - really realistic physic
 - communication

Engine

Scene graph

- graph
 - hierarchy
 - transform
- object structure
 - object type
 - render method
- camera

ECS

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- physic
 - controller
 - collision
 - movement
- display
 - stat
 - information

Game

- Controls
- Models
- Scene
- Display

Conclusion

- lack
 - levels
 - objective
 - race modeler
- learning
 - planification
 - communication