**Engine limitation**

Our engine is focused to make our own game, which is mainly based on the 2D environment. So, result of this our engine will not be used for making a 3d game. Furthermore, the game we are making will not require gravity and more advanced physics components, that means we will not be making a game with advanced physics.

**Engine adaptation**

Given that our engine deals with 2D environment, we can still adapt to many game genres. One of the destinations we can take is to go to the platformer games, such as Mega Man. For example, our engine supports the required physics, like colliders and rigidbody. Our AI is flexible and can be used in any genre of games without any limitations. The pickup system can modified to a different style such as on collision or through input, to pickup the items.

Another suitable use for our engine is in the top-down scroller style of games, such as ikaruga. All our components can be used for this style of games, we will just need to modify the movement to make the illusion effect of moving the map from bottom to top.

