**CS 4730: Computer Game Design**

Engine Team: Particle System

***Overview***

For this assignment, your team will create a simple particle system for your game.

***Particle Emitters***

Your particle system must support the features in the list below.

* Developers should be able to construct Emitter objects. The emitters are invisible objects in your display tree that create and manage particles.
* Emitters can be tuned by developers in the following ways:
  + Emitters can be started and stopped, to control when particles

***Turn In***

As always, submit your code on Collab.