

# «Green Ball» Game Engine documentation

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# Chapter 1

## Introduction

The «Green Ball» Game Engine is written in C++ with use of OpenGL rendering API. I started it to pursue my dream about using my spatial imagination for programming and developing video games. It turned out to be very absorbing and I started separating game engine from the game itself, to make adding new features easier. With this project I learned a lot about abstract programming, development and design patterns.

### 1.1 License

The project is free software released under GPLv2 license.

### 1.2 Contributing

If you ever happen to use my code please don't be afraid to show your work. I will appreciate all patches, features and improvements.

## Chapter 2

# Development state

Currently you can move around and push boxes.

### 2.1 Goals

1. general code cleanup
2. rethink the map format and way to mark which Switch opens which Door
3. create Trigger - Responser system for opening doors
4. implement collecting Gems and display score properly

### 2.2 Known bugs

# Chapter 3

## Class diagrams

### 3.1 Basic structure of game objects

Legend:

**Green** classes are considered ready,

**yellow** partially done and

**red** ones lack their main features.

