

n8 Game Framework Requirements Document

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1 Overview

Create a flexible framework with which to create computer games.

2 Requirements

- Should be general and flexible enough to create a variety of games such as Connect 4 or a top-down rig such as Pokemon.
- Should utilize SDL for graphics, input, audio
- Should run on any *ix platform
- Game data such as levels, entities, items, and configuration info such be modifiable through data files
- Should include a configurable, skinnable GUI