Game Engine

Types of games

* Text
  + Text Adventure games (partial graphics)
* Graphics
  + 2D
    - Top view (maze)
    - Side view (level)
  + 2-1/2D
    - Side View
  + 3D (not supported)
* Rooms
  + Finish room before next
  + Free navigation (adventure style)
* Scrolls (continuous)
  + SideView: Multi-layer background (foreground scrolls faster than background)
  + Left to right
  + Any direction

Text Adventures

* Text presenter
* Simple Graphics
* Input parser
* Decision tree
* State machine

2D graphics

* Screen definition (templates?)
* Game Objects
  + Fixed location / moving (AI)
  + Collision detection
  + Interactive / static
  + Composite objects
* Physics (gravity, momentum)
* AI (pathfinding, flocking)
* Time base (accurate)
* Game Logic (always custom?)

Sound (async)

* Effects
* Music
  + MIDI
  + Sequencer

Input

* Keyboard
* Joysticks
* Controllers