

# Game Engine Structure

*in löve2d*

*Question*

Why love does not come with build-in features to handle camera, scenes, objects, etc?

*Answer!*

These features are

*Game dependent*

*Love tends to be general*

**Before writing a game**

*STEP 1*

Think about your **game**  
**mechanics**

*STEP 2*

Gather all required resources



*STEP 3*

Build a stable game **API**

*STEP 4*

Start working on your game

# Note

Game API are to be written as independent as possible of game mechanics in order to be reused in future works

We will build our  
game api

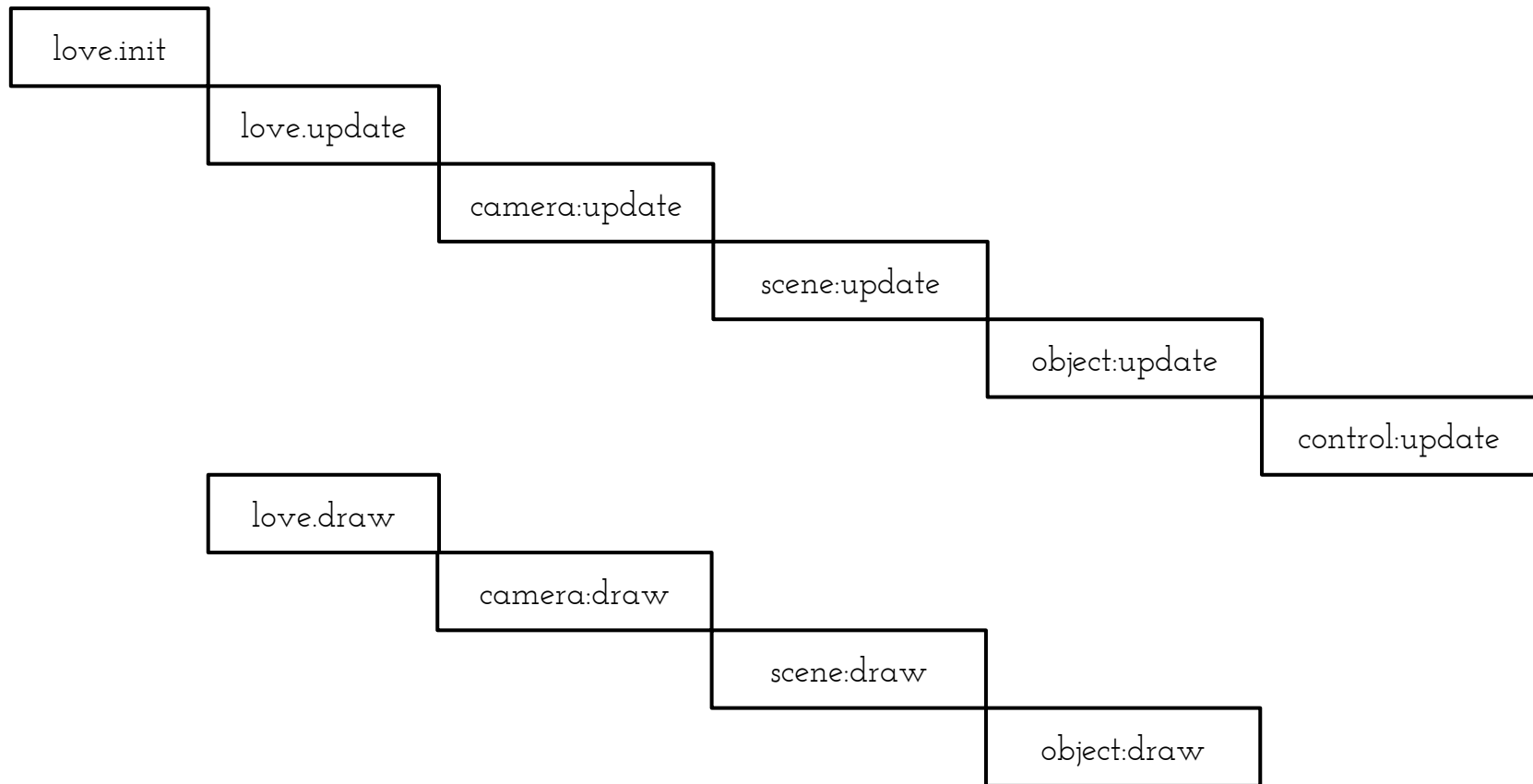
**Our game engine structure**

Object

Camera

Scene

Control



# Engine principles



Objects are added to the  
scene

Camera renders a part of the scene depending on its size

The engine displays what the  
camera sees

The camera displays only  
what's inside its field of view

An object can have zero or  
many childs

Rendering an object will  
render its children