Lucid3D.System Library

Lucid3D.System Design Specification

# Overview

## Customer Scenarios

This document is regarding the system layer of Lucid3D. The target clients for this layer are:

1. Developers who just want convenient functionality in cooperation with their existing code bases. These could be tools developers or game developers using an existing code.
2. Higher layers of Lucid3D.

## Deliverables

The Lucid3D System layer will be delivered as set of public headers and a static library that clients can compile in.

## Supported Platforms

The current plan is to support x86, AMD64, and ARM instruction sets in both debug and release flavors. The ARM version is targeting Windows 8 and future devices. The Lucid3D platform is designed to work with Windows technology and specifically, DirectX, so it will be limited to Microsoft platforms only. This is currently limited to Windows 7, Windows 8 classic, and Windows 8 Metro, but will likely expand to others including windows phone and the game console.

## Dependencies

The system layer depends on the following components:

1. Win32 (Windows 7 and Windows 8 classic projects only)
2. WinRT (Windows 8 metro projects only)
3. Direct3D
4. Direct3D Compiler
5. XnaMath
6. Standard Template Library (STL)