IGME-750 Game Engine Design and Development
Assignment 3 – Individual Your Choice Assignment
Due: May 8th, 2019 11:59 PM

OBJECTIVE
Choose an assignment based on what you feel most resonates with what you would like to explore.

DESCRIPTION
Option 1 – Find something new that was discussed at GDC this year (could be hardware, could be a technique, could be an engine enhancement) and explore the impact of that new item on the future direction of game engine development (describe it, discuss its value in future engines, describe potential strengths and weaknesses using only what is available, but also speculate about the future based on your overall understanding of engines).

Option 2 – Stress test one part of your engine. Do a scale-up test on something you find interesting in your engine. What is the impact on performance as you increase the number of entities (could be models, textures, animation systems, colliders, optimizer algorithms, physics systems, or anything where we might want to test the upper limits in a system).

DELIVERABLES
A two to three page *brief* report on either option. (May 8th at 11:59 PM).