

**IGME-750 Game Engine Design and Development**  
**Assignment 2 – Team Assignment Job/Task and Scene Graph**  
**Due: May 6<sup>th</sup>, 2019 11:59 PM**

**OBJECTIVE**

Team will submit a document giving a high level description of their job/task system along with their scene graph representation and processing methodology.

**DESCRIPTION**

In each team's engine, there are a number of critical systems that are essential for proper operation. For example, each engine has a scene graph representation that is critical for updating the state of the game as well as rendering out the game objects each frame. Furthermore, in a multicore system, the task/job/event model is critical for understanding how your system runs. I would ask each team to document this process in their engine, providing enough information (including diagrams) that help the reader understand how the core of the engine works and how it maintains its performance.

**DELIVERABLES**

I will ask that this document be turned in slightly after the final deliverable (May 6<sup>th</sup> at 11:59 PM).