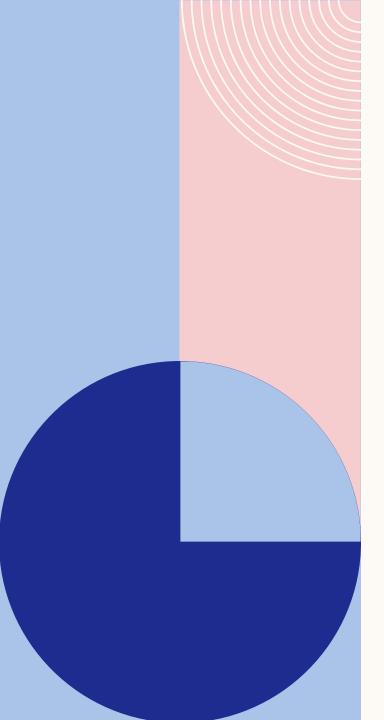
2D GAME ENGINE

Mykola Sakovych



AREAS OF FOCUS

ENGINE ARCHITECTURE

Design proper engine architecture based on messages, message bus

IMPROVE CURRENT INTERFACE

• Improve engine's interface for it to be slightly more user friendly

THANK YOU