# **Language and Build Framework used:**

I have opted for CMake to manage the building of my engine code and C++ for the Engine implementation.

# **Architecture of the Engine:**

## **Core:**

The core is the main implementation of the engine itself, it comprises of all the guts of the engine and all the backend nitty gritty code, all main features that are to be utilized by the editor/runtime are implemented here. All game engine essential features too.

## **Editor:**

This is the Editor implementation for my engine, the UI or Frontend of the engine basically. This will be handled primarily using IMGui to give a streamlined view into all the engine’s bells and whistles and allow the user to easily design and manage the game to be created.

## **Runtime:**

This is the actual game runtime.

# **File/Folder Structure of the Engine:**

## **assets:**

## **build:**

## **core:**

include:

src:

CMakeLists.txt

## **docs:**

## **editor:**

## **external:**

## **runtime:**