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Game Engine
Design?

Designing the
Framework of a
Parallel Game Engine
... Without it the
framework would
have to implement a
specific

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implementation of each new system that gets added to the engine.... Hello,I'm new here,now I'm just writing something to learn the engine design stuff,especially parallelizing techs.I'm now studying and thinking carefully about ...

How to design a

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Formal

The design phase will not survive the implementation intact, compromises and adaptations will become part of the process, as the game is implemented the design will need to adapt and evolve. As with any plan, the

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design will not survive unchanged its first encounter with reality in the field.

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You may have heard
of data-oriented game
engine design, a
relatively new concept
that proposes a

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different mindset to the more traditional object-oriented design. In this article, I'll explain what DOD is all about, and why some game engine developers feel it could be the ticket for spectacular performance gains. A Bit of History

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write a game in any
object-oriented
language, the first

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problem I always face
(after thinking about
what kind of game to
write) is how to design
the engine. Even if I'm
using exi...

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