DM6111 – Games Engine Architecture
Assignment 1: Game architecture design

Due date   Thursday, 01 February 2007
Value   20%

Instructions

Using McShaffry's architecture model as a reference, you are to apply it to your game project

1. Describe what subsystems you will need to create inside the application, logic and view layers
2. Describe in detail the inputs, outputs and events on your game logic layer
3. Describe all the views you will need to implement
4. Show diagrams with examples of message exchange between your application, logic and all view layers

Deliverables and grading

Written report	10%
Oral presentation	10%
Total	20%