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

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Whenever I try and write a game in any object-oriented language, the first 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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You may have heard of data-oriented game engine design, a relatively new concept that proposes a 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

What is Data-Oriented Game Engine Design?

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

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