

SG220 3D Game Engine Architecture

KGA#1 – 3D Game Engine Analysis Research Paper

This assignment supports the following outcomes:

- Assess the history, evolution and future trends of 3D game engines.
- Appreciate the architecture of a game engine.

Assignment

3D game engines are a recent phenomenon made possible by graphics APIs and powerful graphics hardware. In this assignment you will analyze 3D game engines from the following perspectives:

- History and evolution of 3D game engines
- Current state of the art
- Future trends

Deliverables

Using the library and the Internet, write a 3-5 page paper on 3D game engines from the perspectives outlined above.

Grading Criteria

The 3D Game Engine Analysis Research Paper Grading Rubric will be used to evaluate your assignment. Your instructor will provide you with the rubric along with this assignment handout.

Resources

Use books, technical journals, symposium materials and internet resources to research material regarding game engines. Some following resources are suggested:

3D Game Engine Programming by Andre LaMothe, Thomson Publishing, Copyright 2004. ISBN:1-59200-351-6

3D Game Engine List:

<http://cg.cs.tu-berlin.de/~ki/engines.html>

Database Listing of Game Engines:

<http://www.devmaster.net/engines/>

Web Site for Professional and Amateur Game Developers

<http://members.tripod.com/gdata010/engines.htm>

Game Development Search Engine:

<http://www.gdse.com/servlet/gdse.links?s=1>

Commercial 3D Graphic Game Engines

http://cg.cs.tu-berlin.de/~ki/game_eng.html