

GAME-SPECIFIC SUBSYSTEMS

Weapons

Power-Ups

Vehicles

Puzzles

etc.

Game-Specific Rendering

etc.

Terrain Rendering

Water Simulation & Rendering

Player Mechanics

State Machine & Animation

Camera-Relative Controls (HID)

Collision Manifold

Movement

Game Cameras

Fixed Cameras

Scripted/Animated Cameras

Player-Follow Camera

Debug Fly-Through Cam

AI

Goals & Decision-Making

Actions (Engine Interface)

Sight Traces & Perception

Path Finding (A*)

Front End

Heads-Up Display (HUD)

Full-Motion Video (FMV)

In-Game Cinematics (IGC)

In-Game GUI

In-Game Menus

Wrappers / Attract Mode

Visual Effects

Light Mapping & Dynamic Shadows

HDR Lighting

PRT Lighting, Subsurf. Scatter

Particle & Decal Systems

Post Effects

Environment Mapping

Scene Graph / Culling Optimizations

Spatial Hash (BSP Trees, kd-Trees, ...)

Occlusion & PVS

LOD System

Low-Level Render

Materials & Shaders

Static & Dynamic Lighting

Cameras

Text & Fonts

Primitive Submission

Viewports & Virtual Screens

Texture and Surface Mgmt.

Debug Drawing (Lines etc.)

Graphics Device Interface

Profiling & Debugging

Recording & Playback

Memory & Performance Stats

In-Game Menus or Console

Collision & Physics

Forces & Constraints

Ray/Shape Casting (Queries)

Rigid Bodies

Phantoms

Shapes/ Collidables

Physics/Collision World

Human Interface Devices (HID)

Game-Specific Interface

Physical Device I/O

Resources (Game Assets)

3D Model Resource

Texture Resource

Material Resource

Font Resource

Skeleton Resource

Collision Resource

Physics Parameters

Game World/Map

etc.

Resource Manager

Core Systems

Module Start-Up and Shut-Down

Assertions

Unit Testing

Memory Allocation

Math Library

Strings and Hashed String Ids

Debug Printing and Logging

Localization Services

Movie Player

Params (CSV, JSON, etc.)

Profiling / Stats Gathering

Engine Config

Random Number Generator

Curves & Surfaces Library

RTTI / Reflection & Serialization

Object Handles / Unique Ids

Asynchronous File I/O

Memory Card I/O (Older Consoles)

Platform Independence Layer

Platform Detection

Primitive Data Types

Collections and Iterators

File System

Networking

Hi-Res Timer

Threading Library

Graphics Wrappers

Physics/Coll. Wrapper

3rd Party SDKs

DirectX, OpenGL, Vulkan, etc.

Havok, PhysX, ODE etc.

Boost

Folly

Kynapse

Granny, Havok Animation, etc.

Euphoria

etc.

OS

Drivers

Hardware (PC, Xbox One, PS4, mobile device, etc.)

Game Engine Architecture

Marco Casella



Game Engine Architecture :

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