

Design Document

CORE

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Overview

What is CORE?

An Isometric MMORPG engine designed to simplify game development for those who want to quickly create a powerful game, and a source of fun, interactive games. It will be released under the GNU General Public License so it will be accessible to everyone with almost no limits.

What technology does CORE use?

CORE, in general, is programmed using the Object-Oriented programming language C++. However, other libraries will be used for different aspects of the game, and they are listed below:

- *OpenGL*: Graphical part of the game. Also will be used for event handling(Mouse, keyboard)
- *OpenAL*: Music and sound effects will be mixed and outputted through the OpenAL library.

What platform is CORE intended for?

CORE is designed to be cross-platform. Meaning that it will in fact run under a Windows OS environment, as well as in other common OS environments such as Linux, FreeBSD, and Mac OSX.

Chapter 1

Game World

1.0 Theoretical Objects

Objects inside the CORE game world are very important. Anything that occupies space and is placed in a certain part of the game world is an object. A player is an object, an item on the floor is an object, a monster is an object, a wall is an object, and the list goes on.

1.1 Object Hierarchy

Since every type of thing that occupies space is indeed an object, it must inherit all properties of an object to become an object.

The picture to the right depicts the basic hierarchy of an object, without showing specific parts of it.

