Major Engineering Subsystems

Subsystem	Description	Owner
Cut scenes	Play intro/exit movie	Greg
Streaming dialog & Concatenation	Play voice files from CD "There are [three] pig[s]"	Greg
Sound effects	A library system of RAM loaded samples	Greg
Particle system	Play a particle effect from a set of presets and image library	Randy
Procedural textures	Animated texture patches to simulate fire, and water, etc.	Randy
Scrolling environments	Background scrolling with object and sound clipping	Randy & Greg
Character animation	Sprite system with animation based on AVI or QT like technology, will support color-key, alpha blending or both	Randy & Greg
Character behavior	Object oriented system of predefined object types that make scripting easier	Randy
Player input	Keyboard and Mouse handling	Greg
Script system	Simple programming language that allows the activities and object behaviors to be easily changed.	Randy
Resource system	Handles the loading and saving of all product file types.	Greg
Graphics system	Supports graphical properties in a cross-platform way using DirectDraw and DrawSprockets.	Randy & Greg
Record keeping	Saves events and timing for focus test surveys and keeps track of progress for "save game" feature in game	Randy
Debug Support	Ability to pop-open a console or debug window. Able to run full or windowed mode to ease debugging.	Randy
Installation	Proper Auto-run and installation system that installs the products properly. If necessary it will ask configuration information at installation instead of during play.	Randy