

Detailed Features

PHYSICS & COLLISION DETECTION

- full set 2D and 3D functions, including: 2D library (porting of a box2D, let you make games like i.e. Angry Birds); 3D library (complex implementation of all the necessary functions)
- functions for: chains; solid static objects; solid moving objects; vehicles; springs; elastics
- solid parameters can be customized, both for 2D and 3D, like heaviness, elasticity, friction, bounding volume, etc...
- using 3D library is possible to develop (customizations or expansions can be made on request): racing games, simulations, FPS games, free-roaming games
- collision are made through specific collision models (optimized, not rendered models)

MENU NAVIGATION, HUD & PROFILE MANAGEMENT

- easy & fast menu navigation using the Workflow Editor
- settings management (user profile, game settings, controllers)
- multi-controllers support (up to 4, depending on target machine support)
- profile management, embedded save & load mechanics with up to 10 memory slots available
- system check for memory card and devices updates
- simple HUD: pictures & text (text made of vector fonts with no resolution limits. Pictures are used for indicators, maps, etc...)
- in-game interface can be used for minigames (i.e. the slot-machines in "Fallen Angel" demo game)
- animated in-game indicators/locators to display POI (i.e. shops, mission, food, objects to collect, bombs, minigames, missions, etc...)
- proximity activation: player can get nearby a locator to activate missions, to start minigames, to restore health level, etc...)
- detailed in-game map: player can access a detailed map with full details for in-game navigation (map is tagged with animated /tagged POI indicators)
- HUD Mini Map support
- in-game split screen support (up to 4 screens/4 controllers, depending on machine)

CINEMATICS, CUTSCENES, SCRIPTING

- 3-Option In-Game Transitions: Play Video/Movie, Play Animated 3D Scene, 2D Pictures Sequence (move, zoom, crossfade, fade to/from black) supported
- audio synch supporting voice and music
- in-game night/day transition: smooth light, shadow, sky box transition
- subtitles support

