

Profecta scaenam: game engine optimisation

- in game engine optimisation we will cover a variety of topics

- some of the highlights are:
 - code optimisation and compiler optimisations
 - measuring performance of a game engine
 - debugging game engines
 - Newtonian physics
 - collision detection: bounding boxes, bounding spheres
 - oct-tree and BSP approaches
 - Doom3 (dhewm3) and pge