

# 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