Exercise: Component Evaluation

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Problem Description

- You are looking for a software component that offers a 3D game engine for virtual worlds.
  - Has to be portable, as the final product should run on multiple operating systems.
  - Offers a C++ interface
Exercise

- Give an evaluation for the following software products. Base your evaluation on the “component maturity model” of the lecture.

  - Crystal Space open source 3D engine
  - Ogre3D open source 3D engine
  - Irrlicht open source 3D engine
  - Garage Games “Torque” commercial 3D engine
Crystal Space

http://www.crystalspace3d.org/
Ogre3D

http://www.ogre3d.org
Irrlicht

http://irrlicht.sourceforge.net/
Garage Games “Torque” Engine

http://www.garagegames.com/products/1
Deliveries

- Please provide
  - an analysis (in keywords) based on the CQM.
  - a grade for the quality of the engine.
  - a short (few lines) description, why you have the grade.
  - a short overall summary of the information sources that you have used to gather the information.
IMPORTANT:

- Make an evaluation of the **Quality**, not of the **Features**.
- Do not (only) judge about the quality of the engine based on the visual impression.
- Be a detective: Try to find as much information as possible about the game engine.