

THE ROLE OF SCRIPTING IN THE GAME ENGINE³

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Abstract: *A game engine is a software development environment with settings and configurations that optimize and simplify the creation of video games using various programming languages — faster game development results from reusing the built systems within the game engine for different purposes.*

This publication aims to show that scripting is the bridge between the programmer and the built systems, providing access and control over the logic. Through scripting, modules are created that, as a result of reflection, offer a view of all variables and functions, allowing their visualization in the application's interface. This facilitates the use of the developed reflection module by others. The integration of scripting into the game engine involves creating a secondary project where the logic for modules is written, which is compiled into a dynamic library. The game engine loads this library at runtime, extracts all the reflection information (from the secondary project), and feeds the data into the already established systems of the game engine.

Key words: *Scripting, Game Engine, Reflection, Software Development.*

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