



VICIOUS ENGINE

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Vicious Engine Overview

The Vicious Engine is a comprehensive middleware solution that gives developers the power to make exciting, dynamic games without the costly steps of creating an engine and tool set. It includes a competitive graphics engine, a built in collision and physics solution, powerful scripting, in-game debugging, integrated asset management, and cross-platform conversions to multiple simultaneous targets.

making games.

Competitive graphic engine	UI creation
Physics engine	In-game debugging
Particle systems	Integrated in-game debugging toolset
Comprehensive material system	Asset management
AI scripting	3dsMax and Maya plug-ins

easier.

Portable game assets	Convert to any licensed platform.
Advanced AI scripting	Hierarchical state machines
Event-driven maps	UI dialog with script events
Immediate results	No separate compile step required

faster.

Cross-platform support: Nintendo Wii™ Sony PlayStation® 2 Microsoft Xbox® PC	Microsoft Xbox 360® Sony PSP™ Nintendo GameCube™ Sony PlayStation® 3 (* coming 2007)
String table localization	Integrated toolset for debugging

better.

No 3rd party tools required	All source code included
Rapid prototyping	Instant visible results to team members
Focus on game content	Expand upon a proven engine technology
Accessible to all experience levels	Target simultaneous consoles
Team-based asset control	Data-driven design methodology