Lecture 5: Entities: a Key Concept
Entities

A key concept in game engines is that of entities.

Roughly, an entity is a data structure representing an object from the game. Often this extends to entities for content, and other game concepts. This allows relationships between objects and content to be expressed. E.g., “this tv entity should play that video entity”.

Entities are used to manage the interactions and relationships in the game.

They are usually programmed in using object-orientation, which is very natural. Subclassing, subtypes and inheritance are very useful for avoiding code duplication.