Main Literature Sources

Browsers and Game Engines (Overview)

(Approaches to) High-level Architecture
- Webkit Trac, Webkit2 Trac (Web documentation)
- Component-Based Game Development - A Solution to Escalating Costs and Expanding Deadlines? (Conference slides; 2007) E. Folmer.

Layout and Rendering
- Rendering in Webkit (Tech talk video; 2009) E. Seidel.
- 3D Pipeline Tutorial (Web article; 2001) D. Salvator.

Scripting Environments (interface; purpose)
- JSAPI User Guide (Web documentation; 2009)
  - Interface between engine core and scripting environment

Misc: Mixed
  - Assumptions built into generic game engines
  - Scope of ad-hoc scripting interface
- Game Engine Architecture (Book; 2009) J. Gregory
  - (Approaches to) high-level architecture
  - Layout and rendering
  - Scripting interfaces, scope, purpose