

```
public class GameEngineHistory
{
    //I hope that most of this is pretty self-explanatory, but if it isn't, //I
    can provide some help.
    if (year == 1993)
    {
        new GameEngine doomEngine;
        doomEngine.releaseGame("Doom");
    }

    if (year == 1996)
    {
        new GameEngine quakeEngine = doomEngine.edited;
        quakeEngine.releaseGame("Quake");
    }

    if (year == 1998)
    {
        new GameEngine goldSrc = quakeEngine.edited;
        goldSrc.releaseGame("Half-Life");
        goldSrc.releaseGame("Counter-Strike");
        if (year == 1999)
        {
            goldSrc.releaseGame("Team Fortress Classic")
        }
    }

    if (year == 2004)
    {
        new GameEngine sourceEngine = goldSrc.edited;
```

```
sourceEngine.releaseGame("Half-Life 2");
if (year == 2007)
{
    sourceEngine.releaseGame("Team Fortress 2")
}
if (year == 2011)
{
    sourceEngine.releaseGame("Portal 2")
}
}

if (year == 2015)
{
    new GameEngine source2Engine = sourceEngine.edited;
    sourceEngine.portGame("DOTA");
    if (year == 2018)
    {
        source2Engine.releaseGame("Artifact")
    }
    if (year == 2020)
    {
        source2Engine.releaseGame("Half-Life Alyx")
    }
}
}
```