

Open Source 2d Game Engine

Torque (game engine)

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Torque Game Engine, or TGE, is an open-source cross-platform 3D computer game engine, developed by GarageGames and actively maintained under the current versions Torque 3D as well as Torque 2D. It was originally developed by Dynamix for the 2001 first-person shooter Tribes 2. In September 2012, GarageGames released Torque 3D as open-source software under the MIT License.

Torque 3D features a world editor suite including tools for sculpting terrain and painting forests, drawing rivers and roads, as well as material, particle and decal editing. It supports the open COLLADA file format as interface to 3D digital content creation software. PhysX provides support for cloth dynamics, rigid body dynamics, destructible objects and joints, as well as fluid buoyancy simulation. Other features include...

List of game engines

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Game engines are tools available to implement video games without building everything from the ground up. Whether they are 2D or 3D based, they offer tools to aid in asset creation and placement.

Open-source video game

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Godot (game engine)

Godot (/ˈɡɒdɒʊ/ GOD-oh) is a cross-platform, free and open-source game engine released under the permissive MIT license. It was initially developed in

Godot (GOD-oh) is a cross-platform, free and open-source game engine released under the permissive MIT license. It was initially developed in Buenos Aires by Argentine software developers Juan Linietsky and Ariel Manzur for several companies in Latin America prior to its public release in 2014. The development environment runs on many platforms, and can export to several more. It is designed to create both 2D and 3D games targeting PC, mobile, web, and virtual, augmented, and mixed reality platforms and can also be used to develop non-game software, including editors.

Game engine

functionality typically provided by a game engine may include a rendering engine ("renderer") for 2D or 3D graphics, a physics engine or collision detection (and

A game engine is a software framework primarily designed for the development of video games which generally includes relevant libraries and support programs such as a level editor. The "engine" terminology is akin to the term "software engine" used more widely in the software industry.

The term game engine can also refer to the development software supporting this framework, typically a suite of tools and features for developing games.

Developers can use game engines to construct games for desktops, mobile devices, video game consoles, and other types of computers. The core functionality typically provided by a game engine may include a rendering engine ("renderer") for 2D or 3D graphics, a physics engine or collision detection (and collision response), sound, scripting, animation, artificial...

List of free and open-source software packages

lemmings Lianti - An open source voxel game engine GLtron Endless Sky - Space trading and combat simulation FlightGear - Flight simulator OpenTTD - Business

This is a list of free and open-source software (FOSS) packages, computer software licensed under free software licenses and open-source licenses. Software that fits the Free Software Definition may be more appropriately called free software; the GNU project in particular objects to their works

being referred to as open-source. For more information about the philosophical background for open-source software, see free software movement and Open Source Initiative. However, nearly all software meeting the Free Software Definition also meets the Open Source Definition and vice versa. A small fraction of the software that meets either definition is listed here. Some of the open-source applications are also the basis of commercial products, shown in the List of commercial open-source applications...

Unity (game engine)

and two-dimensional (2D) games, as well as interactive simulations. The engine has been adopted by industries outside video gaming including film, automotive

Unity is a cross-platform game engine developed by Unity Technologies, first announced and released in June 2005 at Apple Worldwide Developers Conference as a Mac OS X game engine. The engine has since been gradually extended to support a variety of desktop, mobile, console, augmented reality, and virtual reality platforms. It is particularly popular for iOS and Android mobile game development, is considered easy to use for beginner developers, and is popular for indie game development.

The engine can be used to create three-dimensional (3D) and two-dimensional (2D) games, as well as interactive simulations. The engine has been adopted by industries outside video gaming including film, automotive, architecture, engineering, construction, and the United States Armed Forces.

List of open-source video games

open-source software and the Comparison of free and open-source software licenses). Only the game engines in this table are developed under an open-source

This is a list of notable open-source video games. Open-source video games are assembled from and are themselves open-source software, including public domain games with public domain source code. This list also includes games in which the engine is open-source but other data (such as art and music) is under a more restrictive license.

Open Dynamics Engine

Bullet - another open source physics engine used in commercial games and movies Chipmunk - a similar physics engine intended for 2D applications Vortex

The Open Dynamics Engine (ODE) is a physics engine written in C/C++. Its two main components are a rigid body dynamics simulation engine and a

collision detection engine. It is free software licensed both under the BSD license and the LGPL.

ODE was started in 2001 and has been used in many applications and games, such as Assetto Corsa, BloodRayne 2, Call of Juarez, S.T.A.L.K.E.R., Titan Quest, World of Goo, X-Moto, Mad Tracks and OpenSimulator.

Build (game engine)

using closed 2D shapes called sectors, and uses simple flat objects called sprites to populate the world geometry with objects. The Build Engine is generally

The Build Engine is a first-person shooter engine created by Ken Silverman, author of Ken's Labyrinth, for 3D Realms. Like the Doom engine, the Build Engine represents its world on a two-dimensional grid using closed 2D shapes called sectors, and uses simple flat objects called sprites to populate the world geometry with objects.

The Build Engine is generally considered to be a 2.5D engine, as the basic world geometry is two-dimensional with an added height component, allowing each sector to have a different ceiling height and floor height. Some floors can be lower and some can be higher; the same is true with ceilings (in relation to each other). Floors and ceilings can hinge along one of the sector's walls, resulting in a slope. With this information, the Build Engine renders the world in...

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