Survey of game engines

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Types of game engines

- 2D/3D
- Platform: desktop, mobile, web, game consoles, etc
- Open source/ Proprietary
- Different languages: C++, Java, C#, Python, etc
- Different goals: production, prototyping

What we don't consider

- All 3D (Unity, U ne, CryEngine, Blender Game Engine, jMonkeyEngine)
- rmalade, Construct 2)
- lash, XNA)
- ow-level (SDL, SFML, PyGame, OpenFL)
- Very specific goals (Ren'Py)

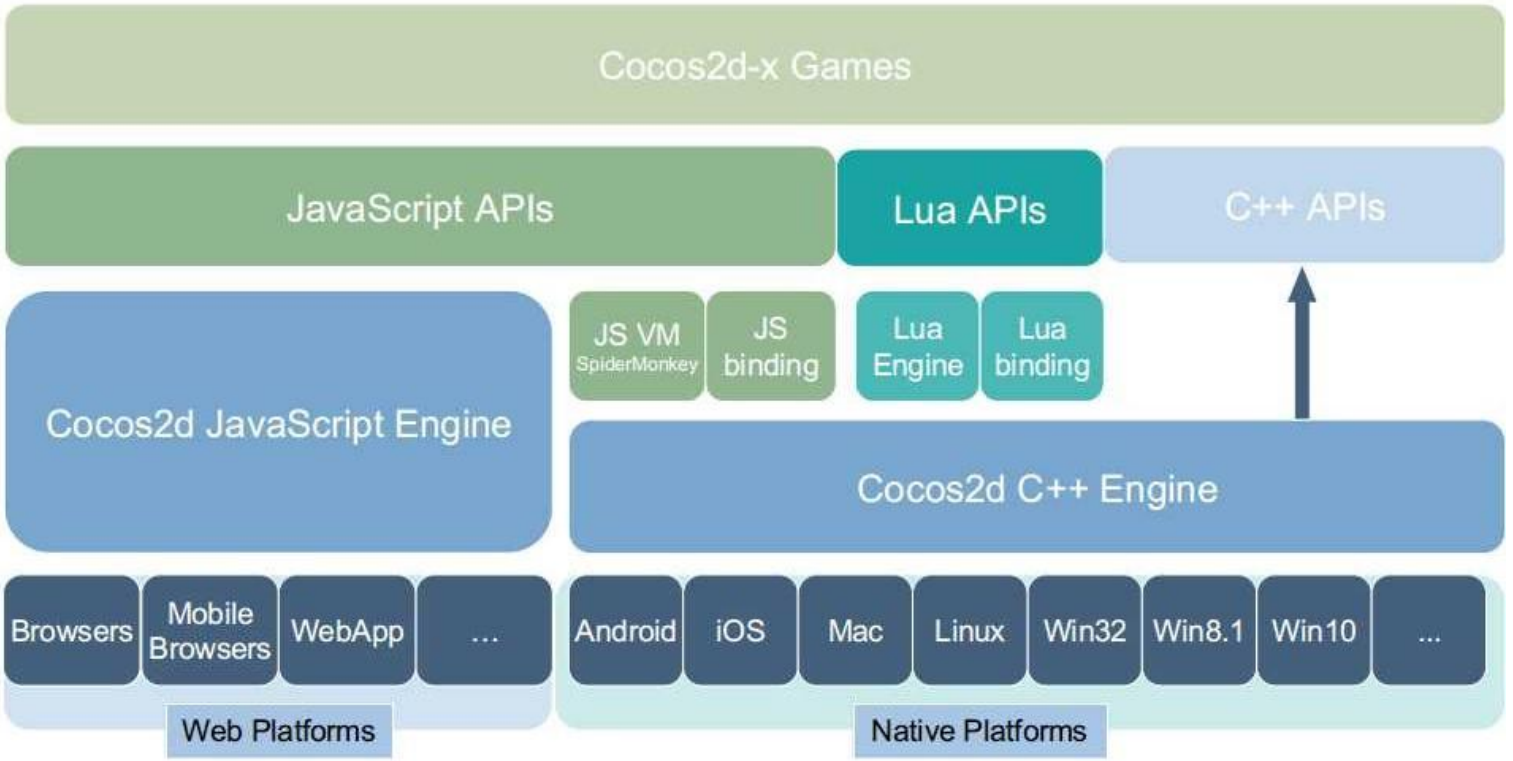
Just one note: in my opinion it's the best!

Languages: C++, Lua, Javascript

Platforms: iOS, Android, Windows Phone and Store Apps, OS X, Windows, Linux and Web

License: MIT

Architecture:



Points of interest:

- Integrated with physics engines: Box2d and Chipmunk
- Scene management (workflow)
- OpenGL ES 2.0 (mobile) / OpenGL 2.1 (desktop) based
- Cocos Studio: game development toolkit, which enables game developers to quickly create game contents. Cocos Studio includes 4 core game development editors namely, UI Editor, Animation Editor, Scene Editor and Data Editor.
- Cocos Code IDE: official IDE for developing great games with Lua or Javascript. It supports code hinting, auto completion, one click instant run & debug, and step by step debugging.

Languages: Java and JVM languages

Platforms: Windows, Linux, Mac OS X, Android, WebGL enabled browsers and iOS

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