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## Game Development

### FPS

A video game genre centered on gun and other weapon-based combat in a first-person perspective; that is, the player experiences the action through the eyes of the protagonist.

### Role-Playing Game

A game in which players assume the roles of characters in a fictional setting. Players take responsibility for acting out these roles within a narrative, either through literal acting, or through a process of structured decision-making regarding character development.

### Allegro

A free cross-platform library mainly aimed at video game and multimedia programming. It handles common, low-level tasks such as creating windows, accepting user input, loading data, drawing images, playing sounds, etc. and generally abstracting away the underlying platform.

### Autodesk Maya

A cross-platform tool for creating 3D graphics in video games and other applications where computer animation is required. Maya can be integrated with other tools. It provides a time editor, brush-based tools and a motion graphics toolset for more complex effects.

### Blender

A fully integrated 3D content creation suite. It supports the entirety of the 3D pipeline – modeling, rigging, animation, simulation, rendering, compositing and motion tracking, even video editing and game creation. Blender has its own built in Game Engine that allows developers to create interactive 3D apps or simulations.

### Box2D

A 2D physics engine for games. A physics engine simulates the physics of objects to give them believable real-life movement. Box2D is written in [C++](#), but has been ported to many different languages by the user community.

### Chipmunk2D

A lightweight, high performance 2D physics engine, widely used for physics rich games on Mac, Windows, Linux, Android, iOS, and game consoles. Contains extended functionality taking maximum advantage of iOS hardware.

### Cocos2d-x

A game framework written in [C++](#). It is widely used to build games, apps and other cross platform [GUI](#) based interactive programs. Since 2010, cocos2d-x has been used to build thousands of games, running on phones, tablets, desktop, and even TVs.

### Cocos Denshion

An audio library for [iOS](#) which is included in [Cocos2d](#).

### Corona

A [Lua](#)-based, cross-platform framework designed to create games and apps for mobile, desktop and connected TV devices, namely iOS, Android, Kindle, Apple TV, Android TV, macOS & Windows.

### GameKit

A framework that provides features developers can use to create great social games. Games can post scores and achievements, display leaderboards, add friends, discover new games, and more.

### GameSalad

A game development platform that allows developers to rapidly design, publish, and distribute 2D games for [iOS](#), [Android](#), and [HTML5](#), while eliminating the need to code.

### Godot

A cross-platform 2D and 3D game engine. Godot offers a flexible scene system, visual editing tools, easy to navigate user interface, tools for 2 and 3D editing. Other features include scripting and rendering, tools for blending, morphing, editing skeletal animation and multithreading.

### HeroEngine

A game development engine used to make and operate online games. Allows real time updates and collaborative development.

### HeroScript

The underlying scripting language used by game designers to build the game itself.

### libGDX

A [Java](#)-based game development application framework that allows to create games for multiple platforms: Desktop, Android, BlackBerry, iOS, and HTML5. libGDX supports the latest [OpenGL](#) graphics technology.

### OGRE

A cross-platform 3D rendering engine. OGRE offers features for increased productivity in rendering 3D scenes, clean and uncluttered design. It also supports 3D [API](#)s, animation (sophisticated skeletal, flexible shape, generic, etc.), customizable scene management and special effects.

### Panda3D

A cross-platform framework for game development and 3D rendering. It offers different features to facilitate 3D game development, including graphics, collision detection, audio and I/O devices support. Panda3D also provides tools for performance analysis, debugging, physics system integration and [AI](#) tools.

### Phaser

A game development framework for 2D [HTML5](#) browser games. Phaser was created for writing games for mobile and desktop web browsers that can be rendered with Canvas and [WebGL](#). It allows creating sound, physics and animation in the game.

### SpriteKit

A 2D game engine used to develop 2D games for [iOS](#). SpriteKit makes it easier to create high-performance, battery-efficient 2D games. It's supported across all of Apple platforms including iOS, macOS, tvOS, and

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[Unity](#)

A cross-platform game engine used to develop 2D or 3D video games for PC, consoles, mobile devices and websites. The engine supports two scripting languages: [C#](#) and [JavaScript](#).

[Unreal Engine](#)

A game engine developed by Epic Games. It is a package of development tools created for those who deal with real-time technology.

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