

Game 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.
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.
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 watchOS. The tool needed to develop SpriteKit games is Apple's IDE Xcode .
Torque 3D	A cross-platform computer game engine. Torque 3D includes a high-performance rendering engine, powerful editors, reliable networking, plugin system for physics and a scripting engine. It also provides tools and API s essential in the full process of developing a game for Mac, Xbox, PC, iPhone, Wii and the Web.
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.