Introduction

> **Status**: 🚧 Initial iteration (features and structure subject to frequent changes)

Lunar is a modular game core library based on **ECS architecture**, written in **pure C#**, and **engine-agnostic**. This repository contains only the public core code and does not depend on Unity or any other game engine.

Lunar is developed based on [Arch-ECS](#)↗. The license for Arch-ECS can be found [here](#).

This README is temporary.

License

Lunar is available under a dual-license model:

Open Source License (LGPL-3.0)

- You may use Lunar in closed-source projects as long as you do not modify Lunar's source code.
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- Your own game/application code may remain closed-source.

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Namespace Lunar

Classes

Class1