Possible Engines:

Urho3D (<http://urho3d.github.io/> )

Allegro (<http://liballeg.org/> )

Both appear to be well documented, as Urho is very popular and Allegro has been around for a long time

Urho is an in depth engine similarly to Unity, Allegro is a more of a graphical library

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| --- | --- | --- | --- |
|  | Unity | Urho3D | Allegro |
| Cross-Platform | Yes (Windows, Linux, Mac, Android, Wii U, iOS) | Yes (Windows, Mac, Linux, Android, iOS, Rasperry Pi, HTML5) | Yes |
| Open-Source | No | Yes | No |
| Languages | C#, Javascript | C++ | C, C++, Python, Java |
| Physics Management | Yes | Yes | Yes |