Fiesta Engine is an engine made by educational purpose as a university subject. The project has been developed by two students of videogames development during a period of four months.

This engine tries to be a basic Unity like engine with one high level system, so Fiesta Engine have a solid but simple base that let you execute the basic interactions to generate your game!

C# Scripting is the high level system that has been implemented with a basic work space and a basic library to let the user generate and use his own scripts to interact with the engine environment.