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Final Project Proposal

I will be programming a game in Lua. I am not sure what my game will exactly be at this point. Regardless, there are several Lua game libraries that are free and available for use. Some of these are 2D, and some of these are 3D. If I were to make a 2D game, I would use either the LÖVE library, or Defold. I will closer inspect each of these later. Alternatively, if my game needed to evolve to become 3D, I would have to use either Amazon Web Service’ Lumberyard, or the Spring RTS engine. Further investigation would be warranted to determine which of these would be the most writable, readable, powerful, and expressive. Overall, I think this will be very interesting to delve into Lua’s use of libraries and engines to extend past the language’s limits.