A loose catalog of resources for casual game development with Flutter.

Game engines and tools

- [Flame Engine (2D game engine)](#)
- [Bonfire (RPG games)](#)
- [SpriteWidget](#)
- [Flutter Processing](#)
- [Rive (animation designer)](#)
- [StageXl (Dart+Web, but not Flutter)](#)

Games built with Flutter / developer experiences

- [4 Pics 1 Word](#)
- [Tomb Toad](#) | [tweet](#)
- [Flame Game Jam entries](#)
- [A list of Flutter games built on top of Flame](#)
- [Porting an iOS game to Flutter](#)
- [Space Empire](#)
- [Sunnyplace](#)
- [Tap Hero](#)
- [Pop, Pop, Win!](#) (Mine Sweeper w/ balloons and darts) – OG Dart+Web game w/ StageXL (not Flutter)
- [Flutter Slide Puzzle](#) - Created for original Flutter web launch
- [Community-submitted games](#)
- [Flutter Backgammon](#)

Tutorials

- [Building a snake game with Flutter](#)
- [Flappy Bird with Flutter Processing](#)
- [Create a game with Flame Engine](#)
- [Flutter games from scratch](#)

Communities

- [FlameCon](#)

Other useful resources

- [Monetization](#)
- [Firebase (auth, storage, hosting, testing, analytics, cloud functions)](#)