

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)