

Sand Simulation

A simple sand (and more elements) simulation built with Lua and LÖVE2D.

Features

- Place and simulate sand, water, plant, wall and more elements

Requirements (playing)

Web & PC

- None

Mobile

- Löve2D [APK](#)

Requirements (building)

- Lua
- Löve2D

Where to Play?

- Windows (via makelove)
- MacOS (via makelove)
- Android (via makelove)
- Linux (via makelove, no binary provided)
- Web (via lovejs)

-# The provided .love file is an alternative to the binaries and can be played via the löve framework

Workspace Structure

- **game/** - Main game source code
 - **main.lua** - Entry point
 - **conf.lua** - LÖVE2D and [love-release](#) configuration
 - **elements/** - Simulation logic for elements
 - **libs/** - UI and utility modules
 - **fonts/** - Fonts for the game

License

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