

HoneyMoon Engine

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What is the HoneyMoon Engine?

The HoneyMoon Engine is a 2D Game development tool provided to developers who wish to delve into the video game creation sphere but find tools such as Unity to be overwhelming and too complicated to start with. Our design is centered around simplicity with teaching as a secondary objective.

Our game engine enables users to create games using Lua scripting, while keeping our logic and development separate in C++.



Technologies Used:



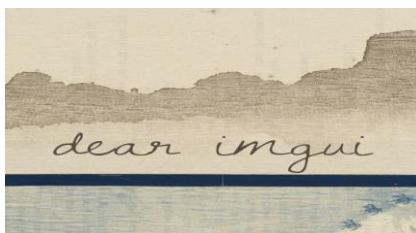
Game Engine Functionality:



CI/CD during Development:



Game Engine User Interface (UI):



Game Engine Native Scripting:



Saving and loading in Game Engine:

Nlohmann Json Library – “Json for Modern C++”



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