

THE PAST

- ▶ Created by Eyal Kalderon (@ebkalderon) in early 2016
- ▶ Started growing rapidly in early-mid 2016
- ▶ Specs was born (**S**pecs **P**arallel **ECS**)
- ▶ Shred was born shortly after (**S**hared **R**esource **D**ispatcher)

THE PRESENT

- ▶ Growing as the #1 Rust all-purpose modular game engine
- ▶ 33.7K Lines of Code
- ▶ 14 crates in the main repo, with many more externally
- ▶ A book! (still a work in progress)
- ▶ 22 Examples
- ▶ Supports Windows, MacOS and Linux