

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

THE PRESENT

- ▶ Rendering powered by gfx pre-II
- ▶ Controllers and gamepads
- ▶ glTF - "JPEG of the 3D world"
- ▶ Networking/Multiplayer
- ▶ UI
- ▶ 3D and 2D Animation
- ▶ Parallel ECS (Specs)
- ▶ Input abstractions
- ▶ Configuration loading through RON
- ▶ Asset loading with hot-reloading
- ▶ State manager

AND MORE!