



Discord 8 online

Activity 11/week

Stars 132

Sparkle is a modern, high-performance, low-level, cross-platform game engine built on .NET 10 and C# 14.

CAUTION

This repository is still a work in progress.

✨ Features ✨

- 📽 Scene system for seamless transitions and organization
- 🏭 Entity system for flexible game object management
- 🚗 Terrain system for efficient rendering and dynamic landscapes
- 🌐 Powerful 2D/3D physics system for realistic interactions
- 💫 Particle system for stunning visual effects
- 🖥 Overlay system for intuitive UI and HUD elements
- 🖍 GUI system for easy-to-use interfaces
- 📦 Content manager for streamlined asset loading and organization

🟡 Installation

Via NuGet

```
dotnet add package Sparkle --version [VERSION]
```

From Source

1. Clone this repository.
2. Add [Sparkle.csproj](#) as a reference in your project.

⭐ Getting Started

Explore our [Documentation](#) to kick off smoothly.

📘 Libraries

- [Bliss](#)
- [Newtonsoft.Json](#)
- [Jitter2](#)
- [HughPH.Box2D](#)
- [LibNoise](#)

💻 Supported Platforms

Platform	DX11	Vulkan	OpenGL	OpenGL-ES	Metal
Windows	✓	✓	✓	✓	✗

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Linux	⚠️	✓	✓	✓	✗
MacOS	✗	⚠️	✓	✗	✓
Android	✗	➡️ SOON	➡️ SOON	✗	➡️ SOON
iOS	✗	➡️ SOON	✗	➡️ SOON	➡️ SOON

⚠️ Some platforms require a translation layer like [DXVK](#) or [MoltenVK](#).

👤 Contributors



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📝 License

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Namespace Sparkle.CSharp

Classes

[Game](#)

[SystemInfo](#)

[Time](#)

Structs

[GameSettings](#)