



Discord 6 online

Activity 6/week

Stars 131

**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
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## 🟡 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.
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## ⭐ Getting Started

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

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## 📘 Libraries

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

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

| Platform | DX11 | Vulkan     | OpenGL     | OpenGL-ES  | Metal      |
|----------|------|------------|------------|------------|------------|
| Linux    | ⚠️   | ✓          | ✓          | ✓          | ✗          |
| MacOS    | ✗    | ⚠️         | ✓          | ✗          | ✓          |
| Android  | ✗    | ➡️<br>SOON | ➡️<br>SOON | ✗          | ➡️<br>SOON |
| iOS      | ✗    | ➡️<br>SOON | ✗          | ➡️<br>SOON | ➡️<br>SOON |

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

## 👤 Contributors



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## 📝 License

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# Getting Started