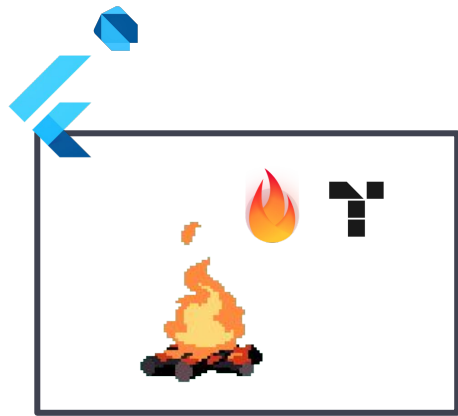
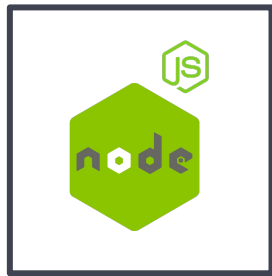


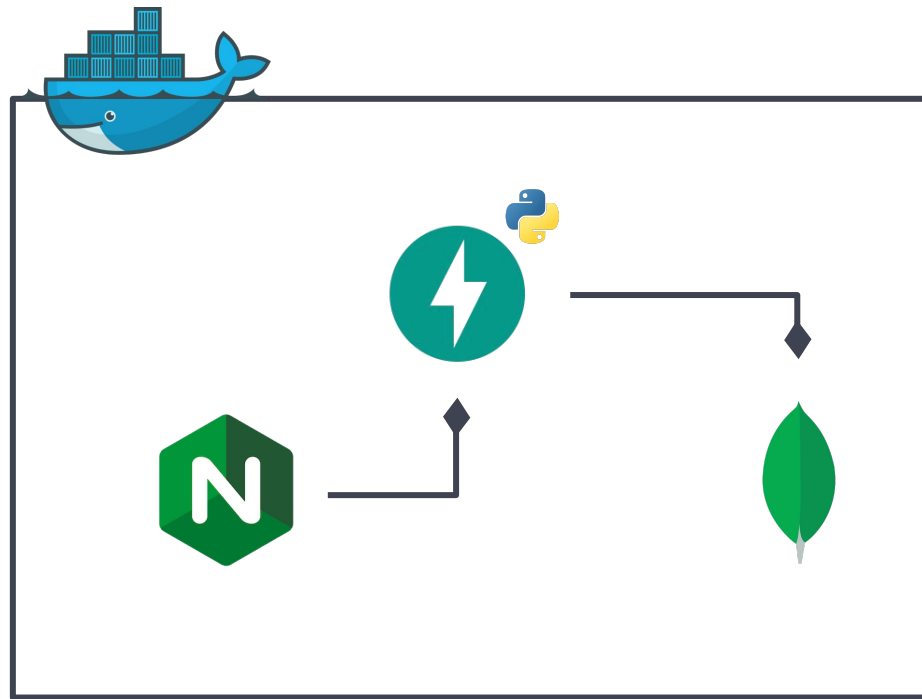
FarmVillage :
Stack



Front end



Game engine



Back end



Flutter is Google's UI toolkit for building beautiful, natively compiled applications for mobile, web, desktop, and embedded devices from a single codebase.

<https://flutter.dev/>



A minimalistic Flutter game engine.
Provide a complete set of
out-of-the-way solutions for the
common problems every game
developed in Flutter will share.

<https://flame-engine.org/>

2D game engine made on top of
Flame. Create RPG-style or similar
games with Flutter.

<https://bonfire-engine.github.io/>

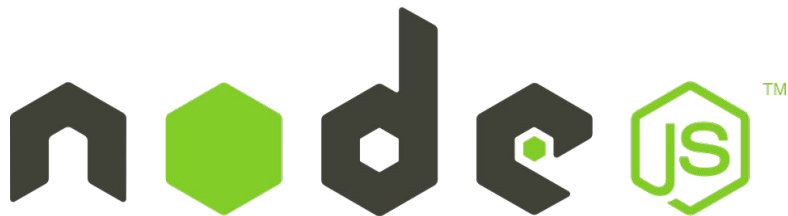


Bonfire



Tiled is a 2D level editor that helps you develop the content of your game. Its primary feature is to edit tile maps of various forms, but it also supports free image placement as well as powerful ways to annotate your level with extra information used by the game.

<https://www.mapeditor.org/>



As an asynchronous event-driven JavaScript runtime, Node.js is designed to build scalable network applications.

<https://nodejs.org/>



Docker takes away repetitive, mundane configuration tasks and is used throughout the development lifecycle for fast, easy and portable application development - desktop and cloud.

<https://www.docker.com/>



NGINX accelerates content and application delivery, improves security, facilitates availability and scalability for the busiest web sites on the Internet.

<https://www.nginx.com/>



FastAPI is a modern, fast (high-performance), web framework for building APIs with Python 3.6+ based on standard Python type hints.

<https://fastapi.tiangolo.com/>



MongoDB is a source-available cross-platform document-oriented database program. Classified as a NoSQL database program, MongoDB uses JSON-like documents with optional schemas.

<https://www.mongodb.com/>