**Construct 2 Game Engine**

**Introduction**

Construct 2 is a HTML5 based 2D game development engine.  It is aimed primarily at non-programmers. It allows developers to create a game quickly in a [drag-and-drop](https://en.wikipedia.org/wiki/Drag-and-drop) fashion using a visual editor and a behavior-based logic system.

**IDE Features**

## The interface is designed to be simple and easy to use; built with non-programmers in mind. NO programming is required to develop a game. It has lots of features like Physics, Special Effects, Audio Effects, Multiplayer, Multiple Screen Sizes, Debugger & Profiler.

**Deploy with environment**

It supports multiple platforms. The supported platforms are Web (HTML5), Wii U, iOS, Android, Windows 10, 8 & RT, Windows Phone 8, Windows Desktop, Mac Desktop, Linux Desktop, Blackberry 10, Firefox Marketplace, Tizen, Facebook, Chrome Web Store, Amazon Appstore.

**Pros:**

* Requires very little programming knowledge because it's all drag and drop, intuitive, visual and event-driven instead of code-only.
* Easy to make certain types of games, like platformers and shooters, within minutes
* The behaviour system is very intuitive and easy to use
* Easy to make custom plugins for the tool, extending its abilities
* Allows rapid prototyping
* Much better looking and well organized interface, more usability, less clicks etc.
* Construct 2 has a supportive community.

**Cons:**

* Isn't descriptive enough
* Lacks many features for visually positioning and changing elements in the screen, such as quick aligning
* No built-in support for version control, team work.
* Only exports to HTML5 currently. HTML5 is very dependent on browser performance.

**Reference:**

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

<https://www.slant.co/options/1058/~construct-2-review>