**B438 Network Game Literature Search**

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Literature Search

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The literature examined to accomplish this project was documentation on the Love (or Love2D) engine (Most correct spelling, LÖVE). The Love engine was developed in 2008 by developers and is dedicated to creating platform games. Love (or Love2D) is an open source – cross platform game engine. The engine was written in C++ and uses Lua as the scripting language. It is published under zlib License. It is still being maintained by the original developers.

It can also be noted that the engine is frequently found in the composition of video game development competitions such as the annual Lundum Dare, which is a game competition where teams are given two or three days to create a video game (with a given theme by the host of Lundum Dare) and see which video game is the most captivating and overall robust.

It must also be noted that Love (Love2D) is the 10th most popular game engine used by most independents, according to itch.io.

It is so increasingly popular due to the easy access, concept, grasp, and detailed instruction on the Love engine’s wiki and GitHub webpages. It allows introductory programmers to really understand the concepts of making a video game. Love engine makes it, so programmers can access a plethora of information pertaining to the engine, how to approach and even navigate difficult problems encountered when programming.

Love engine is a great way to start programming small games to familiarize ones-self and lay a foundation for not only a successful programmer, but a successful game.

Bibliography:

Love2D. (2020, November 15). *N/A*. Retrieved from https://github.com/love2d/love

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Wikipedia. (2020, November 15). *Löve (game engine)*. Retrieved from Wikipedia: https://en.wikipedia.org/wiki/L%C3%B6ve\_(game\_engine)