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Game Jam Game Engine:

Hi hi! If possible I would like to program a game engine as my rust project. I really like participating in Game Jams, but what typically happens is: I spend most of the time I have trying to create things like a particle rendering system instead of making a playable game. I really want to have a game engine that I can customize, and evolve between game jams, and since Ludum Dare was cancelled this year I've been missing working on a fun little project like this.

My vision for this project is to create an engine capable of: creating a window, rendering sprites, and allowing custom behavior to be made for entities. That's the simplest version I believe I could make, but also as some stretch goals I could implement: collision handling, particle effects, multiplayer support, etc.

I'd see if I could use a pre-existing OpenGL library for the rendering of things, but if there isn't one I could try and make my own lightweight one too.

I know there are probably a million other game engines out there, but I'd honestly probably continue maintaining this one as long as I was participating in game jams.

My only concern with this project is if there isn't already an OpenGL library that's good to use out there, it might increase the workload a lot. I know that OpenGL and Rust don't really get along very well because OpenGL is crazy memory-unsafe.