

Template:Video game engines

Game engines (list)		
Source port · First-person shooter engine (list) · Game engine recreation (list) · Game creation system · Game IDE · List of visual novel engines · id Tech		
	1980s	$\underline{Filmation} \cdot \underline{Freescape} \cdot \underline{Gold} \ \underline{Box} \cdot \underline{SCUMM}$
Proprietary	1990s	3D GameStudio · Clickteam · Dark Engine · GameMaker · Genie Engine · GoldSrc · Jedi · LithTech · Mugen · Pie in the Sky · Reality Lab · RenderWare · RPG Maker · Sim RPG Maker · Unreal Engine · Virtual Theatre · Voxel Space · Zero · Zillions of Games
	2000s	Anvil · C4 Engine · Chrome Engine · CryEngine · Crystal Tools · Diesel · Ego · Essence Engine · Euphoria · Flare3D · Frostbite · Gamebryo · GameSalad · HeroEngine · IW · Leadwerks · Marmalade · MT Framework · PhyreEngine · Q · RAGE · Retro Engine · SAGE · Shark 3D · Silent Storm engine · Source · Titan · Unigine · Unity · Vicious Engine · Vision · Visual3D Game Engine
	2010s	4A Engine · Amazon Lumberyard · Bitsquid · Buildbox · Construct · Creation Engine · Decima · Defold · Felgo · Fox Engine · id Tech 5 · id Tech 6 · Ignite · Kynapse · Luminous Engine · Nvidia GameWorks · Panta Rhei · Pixel Game Maker MV · RE Engine · Snowdrop · Stencyl · Source 2 · UbiArt Framework
	2020s	id Tech 7
Free and open-source	1970s	<u>Z-machine</u>
	1990s	Adventure Game Studio · Build · Crystal Space · Doom engine · Game-Maker · OHRRPGCE · Quake engine · Quake II engine · Stratagus
	2000s	Away3D · Blender Game Engine · Bork3D Game Engine · Cocos2d · Dim3 · Game Editor · GDevelop · id Tech 3 · id Tech 4 · Irrlicht Engine · iMonkeyEngine · Lightweight Java Game Library · Löve · OGRE · Open Wonderland · Panda3D · Papervision3D · Plasma · Platinum Arts Sandbox · Pygame · Ren'Py · Scratch · Solar2D · Spring Engine · Thousand Parsec · Torque · Vassal Engine · Wintermute Engine
	2010s	$\frac{\text{Delta3D} \cdot \text{Godot} \cdot \text{GPUOpen}}{\text{PlayCanvas} \cdot \text{Raylib} \cdot \text{Snap!}} \cdot \frac{\text{Horde3D} \cdot \text{libGDX}}{\text{Stencyl}} \cdot \frac{\text{Moai}}{\text{Stride}} \cdot \frac{\text{OpenFL}}{\text{ORX}} \cdot \frac{\text{OpenFL}}{\text{ORX}} \cdot \frac{\text{OpenFL}}{\text{ORX}} \cdot \frac{\text{OpenFL}}{\text{ORX}} \cdot \frac{\text{OpenFL}}{\text{OPENFL}} \cdot \frac{\text{OpenFL}}{O$
	2020s	Open 3D Engine

{{1}}} Template documentation

See also

{{Physics engines}}

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