Hatchit

Open-Source 3D Game Engine

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Introduction

1.0 Overview

Hatchit is an open-source game engine currently in development for Windows and Linux. The goal in developing Hatchit is to create a fully open game engine code base that utilizes the most modern rendering technologies possible.

1.1 Development

Hatchit is currently in development exclusively on the [GitHub](#) platform using Git version control system. We strongly request that all contributions be made through GitHub as we currently have no plans to move the project to a new repository. Development is open to anyone and we welcome all pull-requests.

1.2 Tools

Since we are supporting both Windows and Linux, we build using compilers available to both platforms. In addition, these compilers must support **C++11** and **C++14** standards. Currently this means we build and test using the following compilers:

- GCC 5.0+
- Clang 3.8.0+
- Microsoft C++ 19.0+ (Visual Studio 2015)

1.3 Dependencies

Due to the nature of Hatchit being an open-source project, we also use this to our advantage and leverage many different open-source libraries. This allows us to avoid having to "reinvent the wheel" and speeds up production. The following third-party libraries are currently used:

- SDL2

- bullet3

- assimp

- tinyxml2

- Python 3.5

- Vulkan

- DirectX 12

- openal-soft

- fmt

- inih

- stb

- virtualenv

NOTE: Use of these libraries is subject to change

Engine Systems