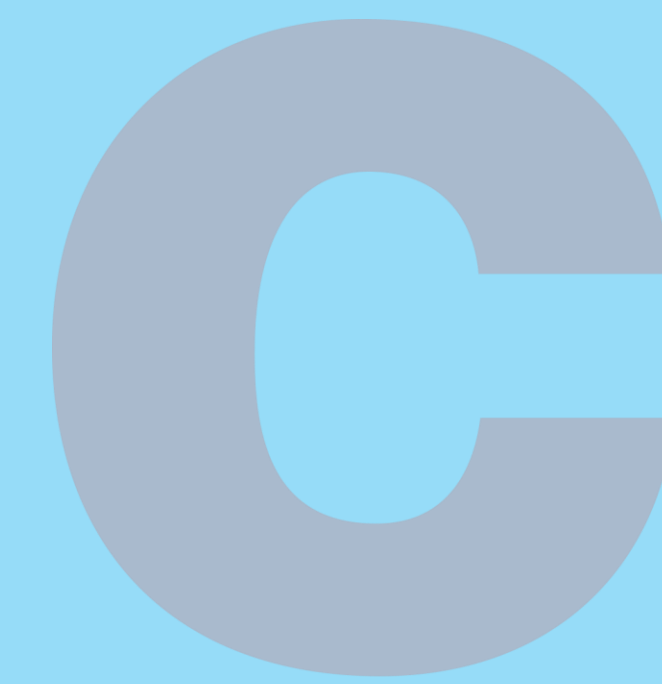


## abstract

Chrus Engine is a 2D game engine. It provides support for raster graphics, vector graphics, audio, and an event-driven Lua scripting interface.

## technology

LuaJIT



## goal

Chrus Engine is intended to be lightweight, performant, cross-platform, and suitable as a general-purpose 2D game engine.

## milestones

- working scripting
- serialization / deserialization
- multithreading
- mostly memory-leak free!

## challenges

- multithreading in C
- generalized graph serialization
- OpenGL implementations inconsistent on different Linux windowing systems

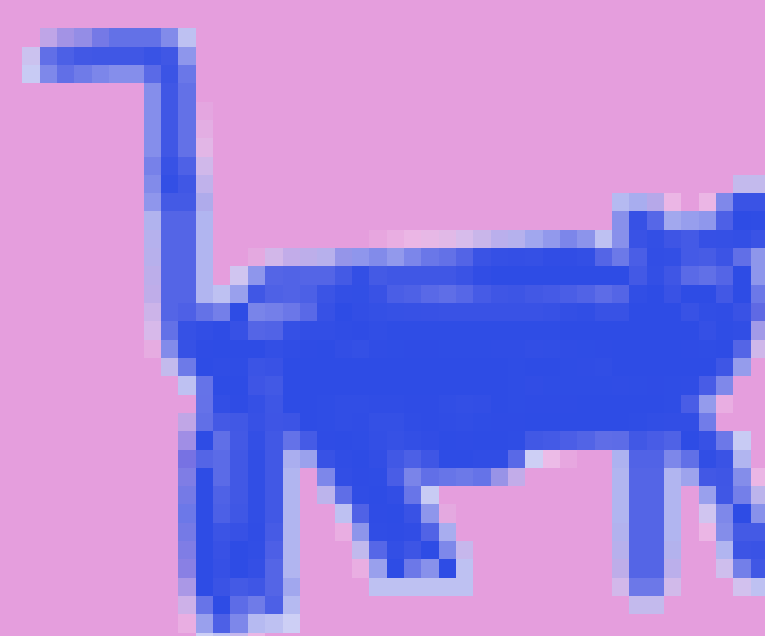
## team



Chris Lee  
Computer Science

Dr. Badri Vellambi  
Project Advisor

## mascot



## future work

- create Chrus Engine-specific linter and documentation
- implement a physics engine
- design and develop an editing tool and compression scheme for scenes

# CHRUS ENGINE