Sprite Kit-like frameworks for Android:

1. [Link](https://www.slant.co/options/1118/alternatives/~spritekit-alternatives) with 20 alternatives
2. Sprite Kit for Android [Link](https://github.com/andersonlucasg3/SpriteKit-Android/blob/master/README.md) (independent project)

Write the alternatives of the above link on related work with respective pros and cons. Write also why you chose the Cocos2d-x

It seems like the two best alternatives are : Cocos2d-x and [LibGDX](https://libgdx.badlogicgames.com/) ☺

* Ask Christian and Adnane if they know better alternatives