Show your game development idea with pyirrlicht

Abstract

Python becomes more stronger in many domains. However it lost some supporting in game development community. Boo will be removed from Unity. Most of active game frameworks, 3D rendering engines, and game development solutions is based on C++, don't offer Python binding. If we want to develop a modern game, what should we use?

To develop game in Python, we might hear Cocos2d already. But its 3D rendering is not highly customable even if it support 3D rendering in recent version. Fortunately, we can also use pyirrlicht, the Python binding of the famous Irrlicht rendering engine. If we want to make game we developed looks better, I think the elegant structure and rich feature of the Irrlicht framework will become solid stepstone for every Python game developer.

Outline

- Python & Game
    - Development Resource
    - Framework Comparison
    - Why pyirrlicht?
- pyirrlicht
    - Features
    - Installation
    - Tutorial
        - Hello World
        - EventLoop
        - Scene Management
        - Shader
    - Demo
    - Limitations
- Questions?

Reference

Irrlicht official site: http://irrlicht.sourceforge.net/
pyirrlicht official repository: http://sourceforge.net/projects/pir/