**Welcome to Lightning!**

Lightning is an extensible, modular, no bullshit, small 2D game engine using SDL2 and C# scripting, written in C#.

Quickstart (I just want to write some games!)

* Check the **Doxygen** files (this is temporary until real documentation is written)
* Install the **Visual Studio template** at Content/Developer/VSTemplate/
* Copy the **example project** from Content/Developer/ExampleProject/ to where you are developing
* **Have fun!** No bullshit prerequisites, no “content pipeline”, no bloat (~8mb base build), no programming requirements. It just works with you. **If it doesn’t, tell me, and it will be fixed.**

Known Issues (0.4rc1)

This is a pre-alpha build, so it has a lot of issues:

* Physics is Fubar’d
* Single assertion error on startup
* Unremovable debug – change DebugMode GameSetting to null to change this.

Version History

See **ReleaseNotes.txt** for version history.