Welcome to the Lightning game engine!

Lightning is an SDL-based 2D game engine that is designed to be small, effortlessly modular, and simultaneously powerful and easy to use for developers. Development began at the start of 2022, with the first release on August 31st, 2022. Many new features have been, are being, and will be added in the future.

The engine is designed to let you program the way you want and uses ordinary Visual Studio as its IDE, and, unlike Unity, is powered by regular .NET; you can interface with any .NET language, use any .NET library, and use any Visual Studio, JetBrains, or similar extension; no hacks or workarounds required! It also uses and takes advantage of the latest version of .NET, .NET 6.0, and is designed to be crossplatform and compatible with NativeAOT when it releases in .NET 7.0. It is also designed to use the standard library as much as possible in order to facilitate multi-platform support, although currently only Windows binaries are available.

**WARNING: This product is not designed for backwards compatibility, like Unity.  
Compatibility is only guaranteed between revisions of the same minor version.**

**Feature requests are always welcome!**

Prerequisites for Development  
Windows 7 SP1, Windows 8.1, Windows 10 1607+, or any version of Windows 11  
.NET 6.0 runtime installed  
Visual Studio 2022 (17.0.0+)

Documents in this package  
**Welcome.docx:** This document  
**Quickstart.docx:** How to get up and go!  
**API.docx:** Documentation for the Lightning API  
**KnownIssues.docx:** Known issues and unimplemented functionality for this release  
**ReleasePlan.docx:** Release plan for Lightning  
**ReleaseNotes.docx:** Lightning release notes.  
**Support.docx:** How to get support when things go wrong  
**Examples.docx:** Descriptions of example applications that use Lightning