**Welcome!**

This is the Software Development Kit for the Lightning Game Engine. Lightning is a 2D and SDL based game engine that is designed to be extremely small (the smallest possible Lightning project is a mere 8 megabytes, with the core DLL being a mere 150 kilobytes, unlike the smallest possible Unity project of 100 megabytes), easy to use, and powerful.

The game engine currently only supports Windows (except the dedicated server, which also runs on Linux) and takes advantage of .NET 7.0 features, such as Native AOT for high-performance.