* This article explores to what extent game development would benefit from the use of encapsulation in code and other games abstractions such as networking.
* We show how Casanova 2 allows developers to write encapsulated game code that, thanks to extensive optimization, achieves high levels of performance.
* Code compactness has been measured to evaluate the quality of our proposed methods: encapsulation in code and embedded networking.
* The speed of Casanova 2 has been evaluated in comparison with the speed of code written in representative languages for game development.
* Evaluation demonstrates that Casanova 2 runs faster and is more compact than or at a comparable level to the other languages.