

ASYNC RUST AND TUI



SNOWCAMP 2026

ASYNC RUST AND TUI

WELCOME AND DEVELOPMENT ENVIRONMENT SETUP

- Save time by doing the bevy setup if not already done or as an alternative use <https://github.com/codespaces>.
 1. **Install Rust:** rustup, rustc, cargo, clippy, rustfmt.
 2. **Configure Editor:** Set up your preferred editor with Rust Analyzer.
 3. **Clone the workshop repository** from GitHub.
https://github.com/uggla/async_rust_tui
- Then we will do the introduction.

2 WORDS ABOUT US 1/2

- Stats
 - First name: Cyril
 - Last name: Marin
- Skills
 - Class: Cloud engineer
 - Latest Guild: Mimosa
 - Age of Experience: 10+ years
 - Preferred weapons: YAML, Shell
- Optional traits
 - Lone wolf
 - Ex-developer but still coder
 - The only tuxedo user among a whole team of half bitten apple
(Does that make me a rebel undercover?)



2 WORDS ABOUT US 2/2

- Stats
 - First name: René (Uggla)
 - Last name: Ribaud
- Skills
 - Class: Software engineer
 - Previous Class: Solution architect (Cloud / Devops)
 - Latest Guild: Red Hat
 - Game start: 1998
 - Preferred weapons: Rust / Python
 - Artefact: Openstack Nova
- Optional traits
 - Linux and FLOSS since 1995
 - Previously Ops, Dev today to produce my bugs



QUICK OVERVIEW OF RUST (OPTIONAL)

- Provide an alternative to C/C++ and also higher-level languages
- Multi paradigm language (imperative, functional, object oriented (not fully))
- Fast, safe, and efficient (modern)
- No garbage collector, ownership and borrow checker
- Dual license MIT and Apache v2.0
- First stable release May 15th, 2015

COMMON MISCONCEPTION (OPTIONAL)

RUST HAS A HARD LEARNING CURVE

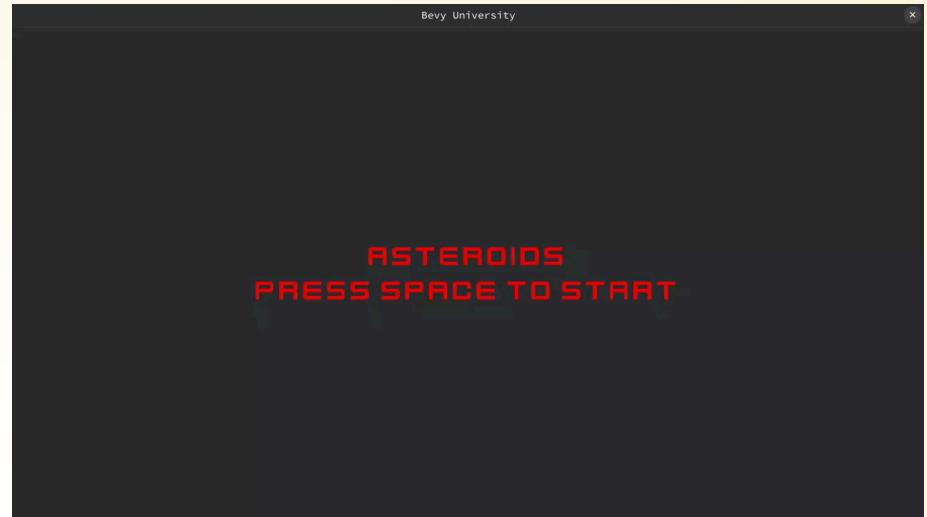
- **Yes:** Rust offers many powerful features and concepts, which can make the language look difficult at first. However, you can write **simple and idiomatic Rust** without using everything, and learn the language **step by step**.
- But many frustrations come from a different root cause:
 - People **don't read the book** (at least the key chapters),
 - They try to **transpose habits from other languages**, and quickly hit Rust's unique concepts (ownership/borrowing, lifetimes, traits...).
 - Developers coming from **C/C++** sometimes feel **limited or constrained by the compiler**.
 - People often **don't read the compiler error messages**, even though they are usually precise and actionable.

SOME OF THE MAIN DIFFICULTIES (OPTIONAL)

- **1) Immutability**
 - **Immutable by default** (you opt-in with `mut`).
 - **Immutable** ≠ constant:
 - `const` / compile-time constants
 - **immutable bindings** / runtime values that simply cannot be modified
- **2) Ownership (because there is no GC)**
 - Goal: **prevent memory errors** (use-after-free, double free, data races).
 - Core tool: **borrowing** (use references to avoid moving ownership).
- **3) Type system**
 - An extremely strict system built on **strong typing**.
 - It pushes you to make states explicit (enums), model invariants, and handle errors properly.

QUICK OVERVIEW OF THE PROJECT

- Goals of the Workshop:
 - To update with screenshot, number of part.
 - 30mn parts, tests to validate
- What we will build together.
 - A TUI dashboard for trains departures between 2 stations



QUICK OVERVIEW OF THE SESSION

- Provide an explanation of the tasks to be completed (via slides), showcasing the corresponding code. Engage actively by asking questions.
- At each step of the workshop, we'll offer two options:
 - **Move on** if you feel the current part is clear and doesn't need further exploration.
 - **Take some time to experiment:** you can `git checkout` the relevant branch and play with the code.
- We'll make the decision **together**, most likely with a **show of hands**.
- The goal is to **adjust the pace** based on your needs, without wasting time if everyone is comfortable.

PART 1 - SETUP AND TRACING



PART 1 – SETUP YOUR PROJECT CORRECTLY

- **Workspace-based project**
 - The project is organized as a **Cargo workspace**.
 - It allows us to split responsibilities into multiple crates and **improve compilation times**.
- **API crate**
 - A dedicated crate is used to interact with the external API.
 - Benefits:
 - clear separation of concerns,
 - reusable logic,
 - faster rebuilds when working on the UI.
- **Crate boundaries**
 - `lib.rs` — public API of a crate
 - `main.rs` — binary entry point
 - The binary imports and uses the API crate like any external dependency.

PART 1 – SETUP YOUR PROJECT CORRECTLY (CONT.)

- **Visibility & API design**
 - Items are **private by default**.
 - pub defines what is exposed outside the crate.
 - Crate boundaries act as a **clear API contract**.
- **Error handling strategy**
 - dotenvy — load configuration from environment
 - thiserror — structured errors in **libraries**
 - anyhow — ergonomic error handling in **binaries**
 - Rule of thumb:
 - **Libraries**: typed, explicit errors
 - **Binaries**: flexible error propagation

SYSTEMS AND SCHEDULING IN BEVY



system_scheduling

INTRODUCTION TO BEVY SCHEDULER

- **Concept:** Coordinates system execution.
- The systems are run in parallel so they are not sequentially executed.
- But we can control the order of execution with methods (after, before, chain).
- **Practical Exercise:** Create and schedule systems in Bevy.

Branch	Files	Time
01-systems	src/main.rs	5 minutes

MANIPULATING ENTITIES AND COMPONENTS IN BEVY



entities_components

DECLARE ENTITIES AND ASSOCIATE COMPONENTS

- **Concept:** Create a Player component.
- Spawn an entity with the Player component.
- Various way of querying the component in a system.
- **Practical Exercise:**

Branch	Files	Time
02-components_and_entity	src/main.rs	5 minutes

MUT COMPONENT(S) IN ENTITY(IES)

- **Concept:** Various way of querying the Player component in a system and change its name value.
- **Practical Exercise:**

Branch	Files	Time
03-mut_components_and_entities	src/main.rs	5 minutes

LOAD DEFAULT PLUGINS AND SET A CAMERA



default_plugins_camera

LOAD DEFAULT PLUGINS

- **Concept:** Game loop and window.
- Load the default plugins.
- DefaultPlugins is a PluginGroup, a collection of plugins.
- Define windows size constants and set a window with appropriate size and title.
- my_second_system "update" is now in a 60fps game loop.
- **Practical Exercise:**

Branch	Files	Time
04-default_plugins	src/main.rs	5 minutes

SET A 2D CAMERA

- **Concept:** Camera and bundles.
 - Modify `first_system` to spawn a `Camera2dBundle` or `Camera2d` (bevy 0.15).
 - A bundle is a collection of components but is now not the preferred way to build components but still compatible.
 - A required macro is now used to create dependencies between components.
 - Coordinate (0,0) at the middle of the screen.
 - Spawn a default sprite.
 - **Practical Exercise:**
- Orientation



orientation

Branch	Files	Time
05-camera	src/main.rs	5 minutes

RESOURCES AND ASSET SERVER

DISPLAY OUR VESSEL



resources_and_asset_server

RESOURCES

- **Definition:** Shared global data accessible by systems.
- Create a resource CurrentLevel and update it's value in the first_system.
- Resources need to be initialized in our application.
- Read the CurrentLevel resource in the second_system.

ASSET SERVER, IMAGE, TRANSFORM, DISPLAY OUR VESSEL

- Asset server is a builtin resource that read assets from the file system.
- Add an image to the sprite using the asset server.
- The image "sprites/player.png" can be loaded from the assets folder by default.
- Remove the sprite color red and add a transformation to reduce the size by 2.
- **Practical Exercise:**

Branch	Files	Time
06-resources	src/main.rs	5 minutes

MANAGE THE GAME STATES

 game_states

STATES

- **Definition:** A state represents a specific mode or phase of your application, enabling systems to be selectively triggered based on the current state.
- While not essential for this mockup, states are highly beneficial. Implementing them from the start helps avoid a time-consuming rework later.
- States must derive the traits `Clone`, `Hash`, `Eq`, `PartialEq`, and `Default`.
- States need to be initialized within the application to be functional.
- Systems can be triggered or executed conditionally based on specific states.
- State information can be read using the `State` resource and updated with the `NextState` resource.
- **Practical Exercise:**

Branch	Files	Time
07-states	src/main.rs	5 minutes

CREATE YOUR OWN PLUGINS

 plugins

PLUGINS

- **Definition:** A plugin is a modular unit of functionality that can be added to your application. Plugins help organize code, enable features, and set up the engine's systems, resources, and behaviors in a reusable and scalable way.
- Create a `states.rs` file, define a `StatePlugin`, and implement the `Plugin` trait.
- Refactor the code to move all state-related functionality to the `states.rs` file.
- **Caution:** Ensure the `GameState` struct is made public (`pub`).
- **Practical Exercise:**

Branch	Files	Time
08-plugins	<code>src/main.rs</code> <code>src/states.rs</code>	5 minutes

USER INPUTS

CREATE A SIMPLE MENU AND ENABLE VESSEL ROTATION



user_inputs

AT THIS POINT, WE HAVE COVERED ALMOST ALL THE FUNDAMENTALS, AND WE WILL INTRODUCE MORE CHANGES IN THE UPCOMING SECTIONS.

REFACTOR STATES PLUGIN TO DISPLAY A MENU

- Add a `Menu` component to tag menu-related entities.
- Add a system `display_menu` to create and display the menu when entering the `GameState::Menu` state.
- The menu consists of a parent entity with a `Node` component and a child entity with a `Text` component.
- Refactor the `start_game` system to handle user inputs from both keyboard and gamepad:
 - Use the `ButtonInput<KeyCode>` resource to detect keyboard inputs.
 - Use a query on the `Gamepad` component to handle gamepad inputs.
- Add a system `despawn_menu` to remove menu entities when exiting the `GameState::Menu` state.
- **Warning:** The application might crash if a camera is not available during state transitions.
- Create a system in `main.rs` to spawn a `Camera2D` when entering the `GameState::Menu` state.

REFACTOR SYSTEMS IN MAIN.RS TO ROTATE THE VESSEL

- Rename `my_first_system` to `setup_vessel`, remove all `println!` calls, and attach the `Player` component to the entity with the `sprite` component.
- Rename `my_second_system` to `rotate_vessel`, remove all `println!` calls, and keep only `let mut player = players.single_mut();` to perform the query.
- Modify the query to retrieve the entity that has both the `Player` and `Transform` components.
- Rotate the vessel around the Z-axis based on user inputs using `player.rotate_z(PI / 24.0);`.
- **Practical Exercise:**

Branch	Files	Estimated Time
09-inputs	<code>src/main.rs</code> <code>src/states.rs</code>	15 minutes

DEBUG CAMERA

 debug_camera

REFACTOR CAMERA INTO A PLUGIN AND ADD A DEBUG CAMERA

- Refactor the camera systems into a `CameraPlugin` for better modularity.
- Add a system `debug_camera` to handle camera adjustments in debug mode.
- The `debug_camera` system should modify the `OrthographicProjection` scale based on user inputs (w to zoom in and x to zoom out).
- **Practical Exercise:**

Branch	Files	Estimated Time
10-debug_camera	<code>src/main.rs</code> <code>src/camera.rs</code>	5 minutes

DISPLAY ASTEROIDS

 asteroids

CREATE AN ASTEROID PLUGIN THAT SPAWN ASTEROIDS

- Create an `AsteroidPlugin` to improve modularity.
- Define an `Asteroid` structure with the fields `position`, `speed`, and `size`.
- Create an `AsteroidSize` structure and implement two methods:
 - `size()`: Returns the size of the asteroid.
 - `sprite()`: Returns the file name of the asteroids sprite.
- Implement two systems:
 - `setup_asteroids`: Creates the field of asteroids.
 - `despawn_asteroids`: Removes asteroids when necessary.
- The `setup_asteroids` system should spawn 200 asteroids at random sizes and positions, ensuring no overlaps.
- **Practical Exercise:**

Branch	Files	Estimated Time
11-asteroids	src/camera.rs	10 minutes

MOVEMENTS

ASTEROIDS AND VESSEL MOVEMENTS



movements

We could use our own physics "engine" to handle movement and collisions, as the required physics are relatively simple.

Alternatively, we could use Rapier for physics. This would give us an introduction to a physics engine and save development effort.

MOVING ASTEROIDS

- Initialize the `RapierPhysicsPlugin` and the `RapierDebugRenderPlugin` in the main function.
- Define the pixel per meter ratio used by the `RapierPhysicsPlugin`.
- Modify the `Asteroid` struct to include an additional field: `rot_speed: f32`.
- Add the following components from Rapier to the entities spawning asteroids to handle physics:
 - `RigidBody::Dynamic` - Declares the entity as a dynamic kinematic object.
 - `Collider::ball` - Defines a collider. You can use the `radius` method from the `AsteroidSize` implementation.
 - `GravityScale` - Sets gravity to `0.0` so that asteroids won't fall.
 - `Velocity` - Defines an initial linear and angular velocity for the asteroids.
- Implement wrapping for the asteroids if they move farther than four screen widths or heights in any direction.
- **Practical Exercise:**

Branch	Files	Estimated Time
12-movements	<code>src/main.rs</code> <code>src/asteroids.rs</code>	7 minutes

MOVING VESSEL

- Refactor the code and add a `VesselPlugin` for better modularity.
- Define a couple of constants to set the vessel's dimensions (e.g., `VESSEL_WIDTH`, `VESSEL_HEIGHT`).
- Add the following components from Rapier to the entity spawning the vessel to handle physics:
 - `RigidBody::Dynamic` - Declares the entity as a dynamic kinematic object.
 - `Collider::ball` - Defines a circular collider using `VESSEL_WIDTH / 4.0`.
 - `GravityScale` - Sets gravity to `0.0`, ensuring the vessel doesn't fall.
 - `ExternalImpulse` - Allows for velocity changes; initialize with `ExternalImpulse::default()`.
- Add a `move_vessel` system to handle user input. This system should generate an impulse in the direction the vessel is facing. Run the code to ensure the vessel is moving properly.
- Add a `stick_camera_on_vessel` system to the `CameraPlugin` that will move (stick) the camera to the vessel position.
- **Practical Exercise:**

Branch	Files	Estimated Time
12-movements	src/main.rs src/vessel.rs src/camera.rs	10 minutes

WRAPPING VESSEL

- The goal is to give the player the impression of infinite space, even though the playable area is limited to 6 screens in size.
- Mechanism
 - When the player moves beyond 3 screens in any direction
 - The vessel is translated back by 6 screens in the opposite direction.
 - Visible objects are translated and swapped to maintain their positions relative to the vessel.
- **Visible Objects:** Defined as objects within 1 screen of the vessel, with an additional 0.5 screen margin for safety.
- **Example:**
 - If the player moves more than 3 screens to the right:
 - The vessel is translated to -3 screens, and objects between screens 2 and 4 are translated to screens -4 and -2.
 - Objects between screens -4 and -2 are translated to screens 2 and 6.
- Implement a `wrap_vessel` system to handle the above mechanism.



wrapping_mechanism

- **Practical Exercise:**

Branch	Files	Estimated Time
12-movements	src/vessel.rs	10 minutes

EVENTS

COLLISIONS AND EXPLOSIONS



collisions_exploding

COLLISION EVENTS AND TIMERS

- **Concept:** Events are critical as they allow communication between systems. In this example, we will use a pre-existing event provided by Rapier, though custom events can also be created.
- Add the following components to the Player entity:
 - `ActiveEvents::COLLISION_EVENTS` - Enables collision event tracking.
 - `Visibility::Visible` - Allows control over the player's visibility.
 - `Velocity::default()` - Initializes default velocity (to be used later).
- Create a `vessel_collision` system to handle collision events:
 - In the initial implementation, log collision events using `debug!()`.
 - Later, change the Player's visibility to hidden and spawn an explosion animation.
- Explosion animations can be created by spawning the following components:
 - An `Explosion` component to identify the entity.
 - An `AnimationTimer` component that wraps a `Timer` component.
 - A `Sprite` component using a `TextureAlias` to display the animation.
- **Practical Exercise:**

Branch	Files	Estimated Time
13-explosions	src/vessel.rs	7 minutes

ANIMATIONS

- Create an `animate_player_explosion` system to update the texture atlas index of the `Sprite` component.
- The animation should loop by cycling through the index values from 0 to 8.
- The animation should be displayed on top of the vessel, which is hidden.
- **Practical Exercise:**

Branch	Files	Estimated Time
13-explosions	<code>src/vessel.rs</code>	7 minutes

OBSERVERS

MANAGE RESTART, GAMEOVER AND EXIT GAME



observers

PROPERLY MANAGE RESTART WITH AN OBSERVER

- Managing the restart within the `animate_player_explosion` system would create unwanted coupling between systems.
- Events or observers are a better solution to ensure systems maintain single responsibility.
- Add a `Restart` event.
- Trigger the `Restart` event at the end of the explosion animation.
- Add an observer system (a system with a `Trigger` as its first parameter) to handle the restart:
 - Set the player's visibility to visible.
 - Reset the player's velocity to default.
 - Translate the vessel back to the origin and rotate it to angle 0.
 - Decrease the player's number of lives. If no lives remain, transition the `AppState` to `Gameover`.
- Add the observer system to the app.
- Add a `despawn_vessel` system to despawn the vessel when `Ingame` state is exited.
- **Practical Exercise:**

Branch	Files	Estimated Time
14-observers	<code>src/vessel.rs</code>	7 minutes

MANAGE GAMEOVER AND EXIT GAME

- Create a `display_gameover` system by duplicating the `display_menu` system.
- Add the `display_gameover` system to run when the `Gameover` state is entered.
- Rename the `start_game` system to `manage_inputs`, and update it to handle input controls in the `Gameover` State.
- Trigger the `AppExit::Success` event if the player presses the Escape key to exit the game.
- Update the app to execute the `manage_inputs` system in the `Gameover` state.
- Note: A potential issue could arise with the camera transitioning back to the `Menu` state. Handle this case carefully.
- **Bonus:** Add an `exit_to_menu` system in `vessel.rs` to allow returning to the `Menu`.
- **Practical Exercise:**

Branch	Files	Estimated Time
14-observers	src/state.rs src/vessel.rs src/camera.rs	7 minutes

VESSEL LASERS

 vessel_lasers

LASERS

- Create a `fire_lasers` system to spawn lasers at the vessel's wings when the player fires.
 - Take care of the sprite orientation.
 - Set an initial velocity for the lasers. You can use constant values for laser properties provided in the branch.
- Add a `restrict_lasers_range` system to limit the laser range. This can be achieved by despawning the lasers after they exceed a certain lifetime.
 - A possible solution is to add a `Laser` component to the laser entity, which includes a timer.
- Update the `vessel_collision` system to handle laser collisions:
 - Despawn the laser and the asteroid it collides with.
 - Spawn an explosion animation at the collision point.
 - The code shows the following techniques:
 - Retrieve components from a known entity using the `get()` method.
 - Track the ID of a spawned entity.
 - Add components to a newly spawned entity.
 - Feel free to refer to the proposed code, but try implementing your own solution for better learning.
 - Note: The proposed code modifies `vessel.rs` for convenience, but for better maintainability, you should consider splitting the logic into separate modules or plugins.

• Practical Exercise:

Branch	Files	Estimated Time
15-lasers	src/vessel.rs	15 minutes

EXPLOSIONS

- Asteroid explosions require special handling (e.g., size, splitting asteroids) compared to vessel explosions. Create a new `animate_asteroid_explosion` system for this purpose.
- Initially, play the explosion animation and despawn it once completed.
- **Bonus 1:** Scale the explosion size based on the asteroid size.
- **Bonus 2:** Split large asteroids into two medium ones, and medium asteroids into two tiny ones upon explosion completion.
- **Bonus 3:** Assign random velocities, but ensure they move orthogonal to the laser's trajectory.
- **Potential Challenges:**
 - Private asteroid methods and properties need to be made public for reuse.
 - Non-unique events can lead to spawning extra asteroids (e.g., 4 instead of 2). Ensure only one event is processed.
 - Warning messages about already despawned entities may occur. Add constraints to ensure the collision system runs first.
 - Note: System execution order often causes strange behaviors. Pay attention to dependencies and ordering.
- **Practical Exercise:**

Branch	Files	Estimated Time
15-lasers	<code>src/vessel.rs</code> <code>src/asteroid.rs</code>	15 minutes

AUDIO

THRUST, LASERS, EXPLOSIONS SOUNDS

 audio

THRUST, LASERS, EXPLOSIONS SOUNDS

- Spawn an entity with `AudioPlayer` and `PlaybackSettings` when a laser is fired.
 - `PlaybackSettings` controls volume and playback mode. Using `PlaybackMode::Despawn`, the entity will automatically despawn when the sound finishes.
- Repeat this process for explosion sounds.
- Apply the same approach for thrust sounds when the vessel is thrusting.
 - **Potential Challenge:**
 - The sound might not finish playing before a new one is triggered, leading to overlapping and odd audio effects.
 - A possible solution is to avoid spawning a new sound if the current one is still playing.
- **Practical Exercise:**

Branch	Files	Estimated Time
16-audio	src/vessel.rs	7 minutes

RADAR



RADAR

- Spawn a radar entity in the `setup_vessel` system to display the radar sprite.
- Create a `radar` system to update the radar's orientation, ensuring it points to the nearest asteroid.
- **Bonus:** Adapt the radar color based on the distance to the nearest asteroid.
 - Consider using HSV values for defining the color, as this allows adjusting only the saturation to create a color variation.
- Ensure the radar entity is despawned appropriately when no longer needed.
- **Practical Exercise:**

Branch	Files	Estimated Time
17-radar	src/vessel.rs	10 minutes

UI

 ui

UI

- Create a `ui` system to display the player's remaining lives, the number of asteroids, and the time elapsed since the game started.
- Create an `update_ui` system to retrieve and display this data dynamically in the UI.
- Implement a `despawn_ui` system to remove the UI when it is no longer needed.
- Integrate these systems into the plugin and ensure they are triggered at the appropriate times during gameplay.
- Warning: The code to decrease lives have a bug.
- **Practical Exercise:**

Branch	Files	Estimated Time
18-ui	src/state.rs	10 minutes

GAME FINISHED

YOU WIN!



you_win

YOU WIN! MENU

- Add a new game state: `Gamestate::Win`.
- Implement a `check_win` system to monitor if all asteroids have been cleared. If so, transition to the `Win` state.
- Create a `display_win` system to show the victory screen. This system can be adapted from the `display_menu` system.
- Handle player input to exit the victory menu and return to the main menu.
- Integrate the new systems into the plugin and ensure they are executed at the appropriate times during gameplay.
- **Practical Exercise:**

Branch	Files	Estimated Time
19-win	<code>src/state.rs</code>	7 minutes

A BACKGROUND WITH STARS

background

BACKGROUND

- Add a new Background component to identify background entities.
- Modify the AsteroidsPlugin:
 - Add a `background` system to spawn the starry background when entering `GameState::InGame`.
 - Add a `despawn_background` system to remove background entities when exiting `GameState::InGame`.
- Implement the background system:
 - Create a starry image using an `ImageBuffer` with randomly placed white dots (stars).
 - Convert the `ImageBuffer` into a Bevy `Image` asset.
 - Spawn multiple sprites using the generated image to cover the game area.
- **Practical Exercise:** Implement and test the background rendering and cleanup.

Branch	Files	Estimated Time
20-background	<code>src/asteroids.rs</code>	10 minutes

BUILD WASM



PREVENT BLURRY SPRITES AND WASM COMPATIBILITY

- Added `ImagePlugin::default_nearest()`:
 - Ensures sprites are rendered with nearest-neighbor scaling to prevent blurriness when scaling.
 - This is especially useful for pixel art or retro-style graphics.
- Updated the `AssetPlugin` configuration:
 - Added `meta_check: AssetMetaCheck::Never` to avoid checking for meta files during WASM builds.
 - This prevents errors and potential panics on platforms like itch.io.
- Build a wasm version of the game. This can be achieved by running the `./build_wasm.sh`.
The script will:
 - Simply build the application using the `wasm32-unknown-unknown` target.
 - Run `wasm-bindgen` cli to build the function bindings for javascript into a single file (`bevy_game.js`).
 - Then the html file (`index.html`) just needs to call the init function from the file produced by `wasm-bindgen`.
- **Practical Exercise:**

Branch	Files	Estimated Time
21-wasm	src/main.rs	10 minutes

BUILD WITH BEVY

 wasm

ROCK RUN ROSE'S ODYSSEY

MADE WITH ❤ BY UGGLA



[HTTPS://UGGLA.ITCH.IO/ROCKRUN](https://ugbla.itch.io/rockrun)

NEOROLL

MADE WITH ❤ BY BUXT



[HTTPS://GITHUB.COM/BUXX/NEOROLL](https://github.com/buxx/neoroll)

OPEN COMBAT (NEED REWRITE IN BEVY)

MADE WITH ❤ BY BUX



[HTTPS://GITHUB.COM/BUXX/OPENCOMBAT](https://github.com/buxx/opencombat)

TINY GLADE

 tiny_glade

[HTTPS://STORE.STEAMPOWERED.COM/APP/2198150/TINY_GLADE](https://store.steampowered.com/app/2198150/TINY_GLADE)

DEATHTRIP

 deathtrip

[HTTPS://STORE.STEAMPOWERED.COM/APP/2909010/DEATHTRIP/](https://store.steampowered.com/app/2909010/DEATHTRIP/)

JARL



HTTPS://WWW.JARL-GAME.COM/

ASTORTION



[HTTPS://STORE.STEAMPOWERED.COM/APP/1993980/ASTORTION/](https://store.steampowered.com/app/1993980/ASTORTION/)

TIMES OF PROGRESS



times_of_progress

[HTTPS://STORE.STEAMPOWERED.COM/APP/2628450/TIMES_OF_PROGRESS/](https://store.steampowered.com/app/2628450/TIMES_OF_PROGRESS/)

GUNBUG



[HTTPS://STORE.STEAMPOWERED.COM/APP/2946990/GUNBUG/](https://store.steampowered.com/app/2946990/GUNBUG/)

THANKS

