











		Phone; Browsers		Maker Language	
Construct 2	Generic 2D	HTML5	€99.99	Visual Programming Language and JavaScript	Windows
Stencyl	Generic 2D	Windows; OSX; Linux; iOS; Android; Flash	Free, \$99 /year or \$199/year	Visual Programming Language	Windows; OSX; Linux
Visionaire Studio	2D Adventure	Windows; OSX; Linux; iOS; Android	€49	Not required.	Windows; OSX
eAdventure	2D Adventure	Windows; OSX; Linux; Browsers	Free	Not required.	Windows; OSX; Linux
RenPy	2D Visual Novel	Windows; OSX; Linux	Free	Python	Windows; OSX; Linux
RPG Maker	2D RPG	Windows	\$69.99	Not required.	Windows
Phaser	Generic 2D	Browsers	Free	JavaScript	Windows; OSX; Linux
Turbulenz	Generic 2D / 3D	Browsers	Free	JavaScript	Windows; OSX; Linux

There is no such thing as “the best game engine”. However, when choosing a game engine one should ask himself a few questions: What kind of game am I developing? What is my prior experience and how much effort am I willing/able to put into its development and/or learning a new platform? Is this an isolated project or am I getting into game development for the long run?

For someone looking to get into game development for the medium or long run Unity or Unreal Engine are the recommended choices, enabling one to develop from the simplest projects to AAA-level games. For someone just looking into quickly getting a working prototype running or not so acquainted with logic programming, some other platform would be preferable.

Newcomers should also take the time to experiment with a couple of different options and get a feel of different editor interfaces and game abstractions. In any case, before making a final choice one should evaluate how active is that game engine’s community, how much support he can expect from it and what is the engine documentation’s and samples’ quality.

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