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Gideros is a Lua-based framework that facilitates effortless native iOS and Android application development along with hardware acceleration. Gideros also comes with a built-in box2D physics engine and extended memory management features to make mobile game development a breeze.

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Setting up our project - Gideros Mobile Game Development

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Gideros Studio runs on a variety of platforms, offering a true multi-platform availability for developers. Currently the download is available for Windows and Mac OS X, but it's possible to run Gideros Studio using Wine under Linux.

Gideros Mobile - Download

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People interesting in game development can check GDevelop - it's an open-source game creation software (<https://gdevelop-app.com/>). Any kind of 2D games can be created, and the software is based on some advanced visual programming system that allow anyone to quickly learn it, while allowing advanced game making.

Top 15 Mobile Game Engines & Development Platforms / Tools ...

This is a platform independent game development kit that handles sound, display, input, networking, files, threading, etc, allowing you to concentrate on your game proper. It is released under the GNU LGPL and is developed for Linux and Windows.

Free Game Engines (Game Programming Libraries ...

ZeroBrane Studio is a lightweight Lua IDE with code completion, syntax highlighting, live coding, code analyzer, and debugging support for Lua 5.1, Lua 5.2, Lua 5.3, LuaJIT, and other Lua engines.. It is feature-rich and extensible for experienced developers, yet simple and instantly usable for beginners (as tested with middle and high school students with no programming experience).

ZeroBrane Studio - Lua IDE/editor/debugger for Windows ...

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