

KESTUS GAME ENGINE

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ABSTRACT

This project aims to address a prevalent challenge in the game development industry: the divide between beginner-friendly game engines, which often stifle growth by concealing features, and advanced engines, which can overwhelm novice developers with their complexity. Bridging this gap requires a versatile solution that caters to both novice and experienced developers.

To address this, a simple yet comprehensive base set of features should be provided. This approach facilitates rapid learning for amateur developers without unnecessary complications. However, recognizing that feature abstraction can constrain developers from customizing the engine, proficient users will have the option to access underlying advanced features. This empowers developers to learn and evolve within a familiar framework, ensuring scalability and adaptability as they refine their skills. Ultimately, this project aims to eliminate the need for developers to switch to new tools as they outgrow their initial platforms, thereby fostering continuous growth and innovation within the game development community.