VIRIDI-ENGINE
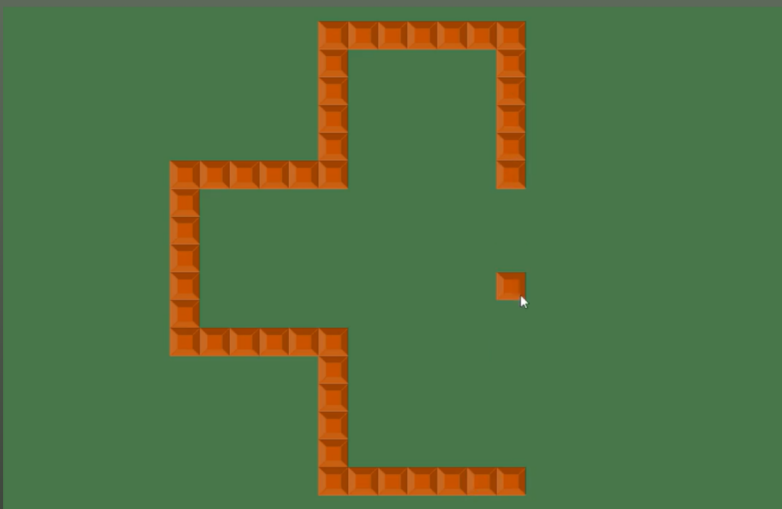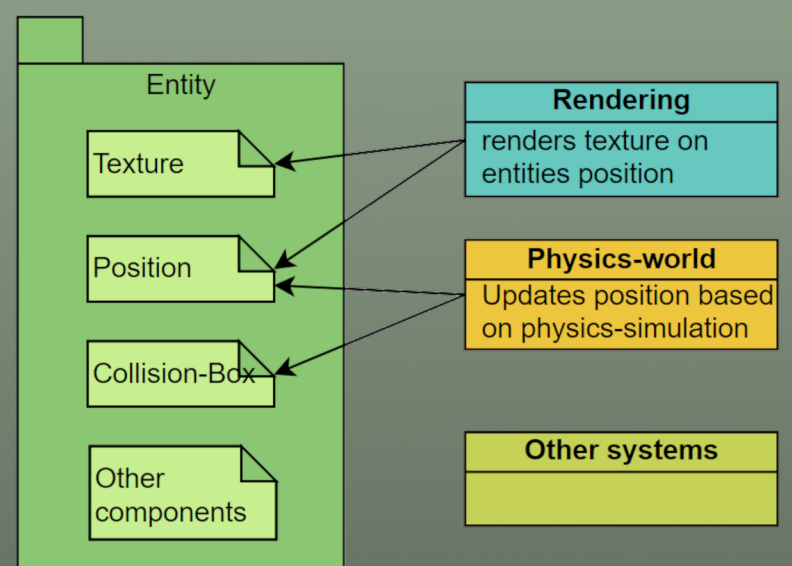
Game Engine for creating 2D-Games

Expand game objects by adding properties thanks to the **entity-component-system**

Entity
- Texture
- Position
- Collision-Box
- Other components

Rendering
renders texture on entities position

Physics-world
Updates position based on physics-simulation

Other systems

Build your own golf courses and **play** them in

ULTIMA VIRIDI