

Best 2D Game Engines - Comparison Matrix					<a href="#">view original post for more info</a>	
Engine	Languages	Need to code	Price	Platforms	Notes	Games
<a href="#">Unity 2D</a>	C#	Yes	Free if < \$100K, \$25+/month after	All	Most popular engine	<a href="#">Link</a>
<a href="#">GameMaker Studio 2</a>	GML	No	From \$39/year up to \$1500/year	~All (depends on license)	Choose between drag n drop interface or scripting	<a href="#">Link</a>
<a href="#">Construct 3</a>	JS	No	From \$99/year up to \$399/year	All but Switch/PlayStation	Beginner friendly, can run on tablet & mobile	<a href="#">Link</a>
<a href="#">Godot Engine</a>	GDScript	Yes	Free & open source	All, ~Consoles	Gaining in popularity, very lightweight	<a href="#">Link</a>
<a href="#">Cocos2d</a>	JS, any	Yes	Free	Web/Windows/Mac/Mobile	Unified package Cocos Creator with editor	<a href="#">Link</a>
<a href="#">Phaser</a>	JS, TS	Yes	Free & open source	Web/Mobile/~Desktop	Need to install more tools & a server to work	<a href="#">Link</a>
<a href="#">Corona</a>	Lua	Yes	Free & open source	Windows/Mac/Mobile	Need to buy a plugin for \$99/year to remove splashscreen	<a href="#">Link</a>
<a href="#">RPG Maker</a>	JS	No	\$24.99 - \$79.99	Desktop/Mobile	Multiple versions to choose from, good for old school RPGs	<a href="#">Link</a>
<a href="#">Unreal Engine</a>	C++	Yes	5% royalty after certain amount	All	Focused on 3D, a bit of an overkill for 2D	<a href="#">Link</a>
<a href="#">Buildbox</a>	-	No	From \$99/year up to \$299/year	Windows/Mobile	Lots of templates to pump out (not very unique) games often	<a href="#">Link</a>
<a href="#">Clickteam Fusion</a>	Lua	No	Free limited version, \$99+ after	Desktop/Mobile	Lots of add-ons to buy to export where you want	<a href="#">Link</a>
<a href="#">Defold</a>	Lua	Yes	Free	Desktop/Web/Mobile	Bought by the company King (Candy Crush) and made free	<a href="#">Link</a>
<a href="#">LÖVE</a>	Lua	Yes	Free & open source	Desktop/Mobile/~Web	Minimalistic, no editor	<a href="#">Link</a>
<a href="#">Heaps</a>	Haxe	Yes	Free & open source	All	Not very community friendly	<a href="#">Link</a>
<a href="#">GDevelop</a>	JS	No	Free & open source	Desktop/Mobile/Web	A free and open source alternative to Construct etc.	<a href="#">Link</a>
<a href="#">GameSalad</a>	-	No	\$299/year (discounts possible)	Desktop/Mobile/Web	Can't add scripting if you need to customize	<a href="#">Link</a>
<a href="#">MonoGame</a>	C#	Yes	Free & open source	Desktop/Mobile/Consoles	Based on the XNA framework	<a href="#">Link</a>
<a href="#">Stencyl</a>	Haxe	No	From free to \$199/year	Desktop/Mobile/Web	Focused on mobile	<a href="#">Link</a>
<a href="#">Xenko</a>	C#	Yes	Free & open source	Windows/Mobile/Xbox One/UWP	Good performance but also a 3D engine so hard to learn	<a href="#">Link</a>
<a href="#">Adventure Game Studio</a>	AGSScript	No	Free & open source	Desktop	Designed to make point and click games	<a href="#">Link</a>
<a href="#">Oxygine</a>	C++	Yes	Free & open source	Web	Project seems to be dead	<a href="#">Link</a>
<a href="#">OpenFL</a>	JS, TS, Haxe	Yes	Free & open source	Desktop/Mobile/Web	No editor, it's only a library	<a href="#">Link</a>
<a href="#">GamePlay3D</a>	C++, Lua	Yes	Free & open source	Desktop/Mobile	Not a lot of learning resources, no editor	<a href="#">Link</a>
<a href="#">AppGameKit</a>	C++, AGK BASIC	Yes	\$79+	Desktop/Mobile	Studio version costs \$99 with new IDE & based on Vulkan	<a href="#">Link</a>
<a href="#">BYOND</a>	DM	Yes	Free	BYOND platform (web)	Also a community that share games on the BYOND platform	<a href="#">Link</a>
<a href="#">Starling</a>	ActionScript	Yes	Free & open source	Mobile/Web	Built on top of Adobe's AIR technology	<a href="#">Link</a>
<a href="#">SFML</a>	C++	Yes	Free & open source	Desktop/Mobile	Very low-level library, for small games only	<a href="#">Link</a>
<a href="#">libGDX</a>	Java, Clojure, Scala...	Yes	Free & open source	Desktop/Mobile/Web	No editor, it's only a library	<a href="#">Link</a>
<a href="#">pygame</a>	Python	Yes	Free & open source	Desktop	No editor, it's only a library	<a href="#">Link</a>

<a href="#">PixiJS</a>	JS	Yes	Free & open source	Desktop/Mobile	No editor, it's only a library	<a href="#">Link</a>
<a href="#">Superpowers</a>	JS, TS	Yes	Free & open source	Desktop/Mobile/Web	Project seems to be dead	<a href="#">Link</a>
<a href="#">Raylib</a>	C, C++	Yes	Free & open source	Desktop/Android/Web	No editor, it's only a library	<a href="#">Link</a>
<a href="#">Arcade</a>	Python	Yes	Free	Desktop	No editor, it's only a library	<a href="#">Link</a>
<a href="#">Urho3D</a>	C++, AngelScript, Lua	Yes	Free & open source	Desktop/Mobile/Web	Not a lot of learning resources	<a href="#">Link</a>
<a href="#">Tilengine</a>	C	Yes	Free & open source	Desktop/Mobile/Web	Focused on retro games, no physics nor audio support	<a href="#">Link</a>
<a href="#">Haxeflixel</a>	Haxe	Yes	Free & open source	Desktop/Mobile/Web	No editor, easy to learn if you have Flash experience	<a href="#">Link</a>
<a href="#">SDL</a>	C, C++	Yes	Free	Desktop/Mobile	No editor, it's only a library	<a href="#">Link</a>
<a href="#">Kivy</a>	Python	Yes	Free & open source	Desktop/Mobile	No editor, it's only a library, not focused on games	<a href="#">Link</a>
<a href="#">Duality2D</a>	C#	Yes	Free & open source	Desktop/Mobile	Not very popular but powerful engine	<a href="#">Link</a>
<a href="#">FNA</a>	C#	Yes	Free & open source	Desktop/iOS/Xbox One/Switch	Reimplementation of XNA	<a href="#">Link</a>
<a href="#">Amulet</a>	Lua	Yes	Free & open source	Desktop/iOS/Web	Tool made for creating small games & experiments	<a href="#">Link</a>
<a href="#">Ren'Py</a>	Python	Yes	Free & open source	Desktop/Mobile/Web	Focused on creating visual novels	<a href="#">Link</a>
<a href="#">Orx</a>	C / C++	Yes	Free & open source	Desktop/Mobile	Very small community but seems helpful and friendly	<a href="#">Link</a>
<a href="#">nCine</a>	C++ / Lua	Yes	Free & open source	Desktop/Android	One-man project	<a href="#">Link</a>