

One of the most useful tools for game development is a game framework. It is usually a complex software which offers abstraction of game components such as rendering, physics, sound, user input or AI. The goal of this thesis is to create a simple game framework for 2D games, focused on performance, extensibility and multiplatformity. A second goal of this thesis is implementation of an example game for demonstration of functions and functionality of the framework.

Programming language C++ was chosen for development of the framework along with a portion of SDL library. Target platforms were chosen to be Windows and Linux. The example game was successfully implemented and tested on both platforms using most of the framework's capabilities.