

Gaming Freedom

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Abstract

What is Gluon? Gluon is a way of creating and playing games, and for players and makers of games to get together and talk about their shared interest. Use the powerful [Gluon Creator](#) to build the games, interact with other makers and players of games on the [GamingFreedom.org](#) network site, and play them on any of the many supported platforms with one of the [Gluon Player](#) applications. You learn more about [The Gluon Vision](#) in this documentation.

The Gluon project is an open framework for creating and distributing games - supporting the flow of the idea all the way from the author to the player of the finished game. The primary use of Gluon is to create games using 2D graphics. The reasoning behind this is that the niche for this type of visual is very large and so far untapped by specialised tools. In the world of 3D games there are solutions such as Unity3D, which provide a distribution system, but in the 2D game development world there are no tools to provide a complete eco system for both the creation, distribution and feedback gathering. You will learn more about Gluon in this document, especially about the vision, the libraries established underneath, the Gluon Player applications and the Gluon Creator.

Index Terms: Gluon, KDE, Qt, Mobile, Game, Development, Design.