

# Forum:[Hack Forums](#)

Thread: [Lua Game Development, can i make a 2D lua game without a Game Engine](#)

**Toph Beifong** - March 23, 2014, 10:03 am

So my question is quite simple...

Can i make 2D Lua games without the Game engine? Even if this means coding an engine type thing myself?

Can this all be done with Just Lua?

**Deagler** - March 23, 2014, 10:57 am

<https://love2d.org/> -- This is great, A friend of mine made a RPG game with this.

**Toph Beifong** - March 23, 2014, 11:04 am

(Mar 23, 2014 10:57 AM)Deagler Wrote: [\[CITE\]](#) <https://love2d.org/> -- This is great, A friend of mine made a RPG game with this.

The problem is that defeats the purpose of what im asking, im wanting to know "Can i make 2D games with lua without Engines + Frameworks, even if i have to code a framework etc with JUST Lua?"

**GarrysmodLua** - March 24, 2014, 6:17 pm

Yes it is absolutely possible to create a game in lua. About the year ago I made a little game engine in c++ that would make it easier to develop a game in lua. After about month of trouble shooting I just gave up. I will soon give it another change. Good Luck :)

**dickduck12** - March 25, 2014, 1:37 am

If you're talking about taking the bin from lua.org and making a game, then yes, but it would only be a console game. Things like text-based games.

**Toph Beifong** - March 25, 2014, 10:48 am

oh right thanks for the info, i think im going to start working with love2D, excited with what i come up with.

**.eXe** - March 26, 2014, 7:58 am

(Mar 25, 2014 10:48 AM)Mr. P-teo Wrote: [\[CITE\]](#) oh right thanks for the info, i think im going to start working with love2D, excited with what i come up with.

I look forward to seeing it. Any hints?

**Toph Beifong** - March 26, 2014, 8:07 am

(Mar 26, 2014 07:58 AM)Evil.eXe Wrote: [\[CITE\]](#) I look forward to seeing it. Any hints?

Am still just getting used to love2D so nothing overly complex, just something like Snake, Space Invaders... Maybe a sniper game where your looking through a scope.

Currently doing Snake and its going well...

**scam.** - March 26, 2014, 10:31 pm

(Mar 25, 2014 10:48 AM)Mr. P-teo Wrote: [\[CITE\]](#) oh right thanks for the info, i think im going to start working with love2D, excited with what i come up with.

Love is a nice little engine. Light weight and simple. Good luck, buddy.

**continentbender** - June 12, 2023, 9:57 am

If you really wanted to do it from scratch it's possible but it would be very tedious and probably worse than chinese water torture.

There are probably some lua bindings for winapi and opengl but at that point there is zero upsides to using them in lua, it would be much slower, more prone to bugs because the library is maintained by two dudes in siberia, no resource on the internet to fix your problems

You would just use C++ at that point, most of the game engines that use lua are written in that anyways

**yuumi** - June 12, 2023, 4:14 pm

Sure you can do it in Lua without an existing frameworks or engines...but should you? No. Because they already exist for that sole purpose, to make game development simpler and easier by heavily abstracting the complex foundations of linking OS specific libraries.

If you really want to get into game development, then either look at already existing engines and frameworks.

Or if you plan to write them yourself, then you really should be using C++ as your base language. You can add lua scripting later to your game if needed.

**Hackers** - June 14, 2023, 5:14 am

Just so you know, any Turing complete language can be used to build an engine, software, game, etc, but some are obviously easier to use than others.

When it comes to Lua the general consensus appears to be that Lua is Turing complete, but that it does not make sense to build another language or engine with Lua as it's not really designed to be used that way so it's less efficient and not always ideal for devs. But you can! Other people do say Lua is Turing-incomplete, so it's up to you to decide

**MatiasMunk** - July 12, 2023, 3:38 am

Love2D is not an engine, it's a framework.

**Phantom\_NiNja** - May 7, 2025, 7:19 pm

(Mar 23, 2014 10:03 AM)Toph Beifong Wrote: [CITE](#) So my question is quite simple...

Can i make 2D Lua games without the Game engine? Even if this means coding an engine type thing myself?

Can this all be done with Just Lua?

No, you cannot because LUA is a scripting language. Most of the games you see uses a game engine written in languages like C, C++ etc..

That love2d game engine is written in C++.

Script languages by itself cannot make games or use graphics unless the people that made that language has support for it.

Meaning you cannot juse write LUA and force it to work on a machine. The LUA scripts needs the LUA engine to convert code to machine code.

So, the LUA normally is written in languages like C or C++ and if the person written the LUA

language they can add to it and build support for graphics and add functionality where you can make 2d games or 3d games.

Even if you can do this it would not be efficient and will be slower than writing one in c or c++ or ASM.