
Stupefy Documentation

Release 0.0.1

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General

Note: Stupefy documentation is currently available in english only. People willing to help in translation of documentation are welcome.

Attention: This is the documentation for the development (master) branch. Looking for the documentation of the current **stable** branch? [Have a look here](#).

Welcome to the official documentation of Stupefy Engine, the free and open source community-driven 2D and 3D game engine! If you are new to this documentation, we recommend that you read the introduction page to get an overview of what this documentation has to offer.

The table of contents below and in the sidebar should let you easily access the documentation for your topic of interest. You can also use the search function in the top left corner.

Note: Stupefy Engine is an open source project developed by a community of volunteers. The documentation team can always use your feedback and help to improve the tutorials and class reference. If you don't understand something, or cannot find what you are looking for in the docs, help us make the documentation better by letting us know!

Submit an issue or pull request on the [GitHub repository](#), help us translate the documentation into your language, or talk to us on [#documentation channel on Discord](#).
