

ProgeTiigri võistlus 2017 „Mängumaraton“

Mängude loomise vahendid:

- App Inventor (ai2.appinventor.mit.edu)
- Appshed (<http://appshed.com/>)
- Codea (<https://itunes.apple.com/us/app/codify/id439571171?ls=1&mt=8>)
- Cody's App Academy
(<https://play.google.com/store/apps/details?id=com.solitestudio.cody>)
- Pocket Code (<https://play.google.com/store/apps/details?id=org.catrobat.catroid>)
- Construct 2 (<https://www.scirra.com>)
- Defold (<http://www.defold.com>)
- Gamefroot (<http://gamefroot.com>)
- GameMaker (<http://www.yoyogames.com/gamemaker>)
- Godot (<https://godotengine.org>)
- Hopscotch (<https://www.gethopscotch.com>)
- Scratch (scratch.mit.edu)
- Sploder (<http://www.sploder.com>)
- Stencyl (<http://www.stencyl.com>)
- Appmakr (<https://www.appmakr.com>)
- TouchDevelop (<https://www.touchdevelop.com>)
- Tynker (<https://www.tynker.com>)