Place features

Written by Mat
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Current features of Place:

-   Free software, professionally finished;
-   No restrictions on licensing of your game;
-   Most of the work done for you, just tell Place where you want to place your entities and how you want them to react;
-   Movable entities automatically negotiate obstacles using shortest-path algorithm;
-   A bare minimum of scripting experience required of game designers;
-   Advanced features available to those who want to dig deeper;
-   Helpful debugging system enables rapid testing and makes it easy to find mistakes;
-   Prototyping system to reduce the amount of tediously repetitive work involved in development;
-   Free, extensible toolkit: add new features if you wish;
-   Uses a well-established, popular general-purpose scripting language with vast amounts of documentation, so there's no need to learn some adolescent, obscure single-purpose language just for scripting games;
-   Runs on Windows, Linux, Mac and various other platforms;
-   Games get an extensive menu system for making and loading savegames and configuring all of their settings;
-   Use any graphics resolution you wish; player can choose their own and your graphics will be rescaled, preserving the aspect ratio if desired;
-   Entities can automatically scale down as they move further away to give the appearance of perspective;
-   Simple yet powerful conversation system;
-   Link subtitles with the voice audio files that go with them, if you want voice acting;
-   Multi-threaded caching system pre-loads resources before they are needed, for improved responsiveness;
-   Internationalization/localization: easily support translations of a game into foreign languages;
-   Support for cut-scenes, using either the pre-existing system of rooms and entities, or MPEG format videos;
-   Extensive tutorials to get you started.

Features planned for the future:

-   Auto-package games into a Windows .exe installer, .pkg file for Macs or .deb, .rpm or .tgz package for Linux;
-   WYSIWYG game creation and editing studio, integrated with the Gimp professional, open-source image manipulation suite and featuring a text editor for scripting with syntax highlighting, auto-completion and debugging facilities;
-   Parallax scrolling background scenes;
-   Ability to use 3D models for entities instead of flat sprites;
-   Simplify programming interface further still and extend to Java, Python, Lua and Ruby;

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- More speed improvements;
- Native support for Nintendo's DS and Wii consoles and SymbianOS (for recent phones by Nokia and others).