

Linux Video of the Week: Limit Theory Game Developer Switches to Linux

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Game developer Josh Parnell has released the latest development update on his open-world space simulation and strategy game, Limit Theory. While the graphics are beautiful, this release is particularly notable because Parnell has switched to developing on the native Linux client version from Windows (which he called ?just annoying.?)

Limit Theory is Kickstarter-funded as of December 2012 and has a planned release date for early 2014. When it's finished, players will be able to explore space, prospect for and mine asteroids, command a fleet of star ships, and more.

[1]

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Links:

[1] <http://www.linux.com/news/featured-blogs/200-libby-clark/772484-linux-video-of-the-week-limit-theory-game-developer-switches-to-linux>