An idea you can play.

Build with AI. Review the result.
Keep your source. Publish deliberately.

A creator platform for browser games,
native game workflows and interactive products.

enginesofcreation.xyz



Loopborn | in-development Unreal capture

A workflow the creator controls.

Move from discussion to a checked candidate, then choose what to keep.

01 Discuss

Describe the idea or change and review the current project. Discussion alone does not edit files.

02 Approve

Choose the task, AI connection and limits. An explicit build request authorizes candidate work.

03 Check

Compile, preview and review the candidate against the request. Keep unfinished work separate.

04 Keep and share

Accept the checked version. Export or public publication is a separate, deliberate action.

AI-provider usage is separate. Source export and public publication are deliberate creator actions.

Browser and Unreal, with clear boundaries.

The same creative goal connects distinct environments.

Browser

Describe, build and play. Canvas and Three.js projects support fast iteration, previews and shareable links.

Source workflows

Review project files, use supported connections and keep accepted versions. Studio adds deeper editing and publishing tools.

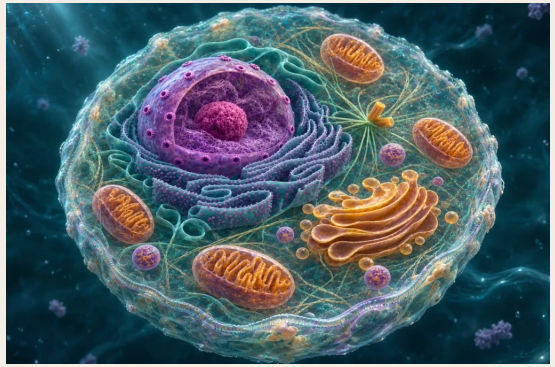
Unreal Engine

Use gengine plugin source with a local Unreal Editor. Native game development remains a separate workflow.

A browser prototype does not automatically become an Unreal build.

Projects make the range tangible.

Existing work, with availability stated separately for each project.



Scale of the Universe 3

Published interactive journey

Visit project



Loopborn

In development | Windows PC

Visit project



DEXPIT

First Descent playable | Browser

Visit project



Grand Theft Autopilot

Playable | Browser

Visit project

Start with the tools you need.

Current published prices in USD. AI-provider usage is billed separately.

Regular

$29.95 / month

$179.70 / year

AI builder, playable browser previews, checkpoints, source export and public game links.

Studio

$100 / month

$600 / year

Adds a source editor, GitHub and publishing connections, Studio game editions and multiplayer server source.

Studio Team

$200 / month

$1,200 / year

Adds a second creator seat and Unreal plugin source for a local Unreal Engine setup.

7-day Regular trial. Card required; no automatic charge or renewal.

Compare plans and current terms

Creation first. Expansion through evidence.

Released, in-development and proposed capabilities stay distinct.

RELEASED

Creation

Conversation, build approval, previews, review, checkpoints and source export.

IN DEVELOPMENT

Content + launch

Build-to-content workflows and a bounded product launch pilot, with human review.

PROPOSED

Specialist compute

Bounded tasks, measured acceptance, curated providers and explicit data permission.

Priorities follow observed creator use. Planning windows are not promised release dates.

Keep the creator in control.

Review before acceptance

Generated work is a candidate until it has been checked.

Separate the decisions

Build approval, backup, export and public sharing serve different purposes.

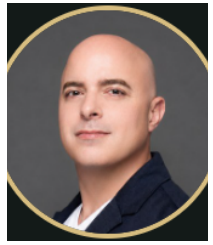
Measure useful outcomes

Track accepted results, failure recovery and creator effort, not attempts alone.

Explore the product guide

Two architects who build together.

A shared background in products, AI and native game development.



Nicholas Liverman

Chief AI Architect

Old World Labs, MetaGates, Abyss, FlipGo, Zramics and CHAOS. Machine learning, NeRF and game development.



David Stein

Chief Engineering Architect

Old World Labs, MetaGates, Abyss and FlipGo. Blockchain and Unreal Engine development.

Explore the platform and showcase