

Energy Saving Plugins

Like a screen saver, but for your game

Once the player is idle, the frame rate or resolution is reduced, or rendering is paused completely. As soon as any input is detected, the original settings are enabled again.

Works without affecting the actual gameplay experience.

Easy to implement and available here for

Unreal, Unity, Godot, and Defold

Up to 15% reduced energy consumption

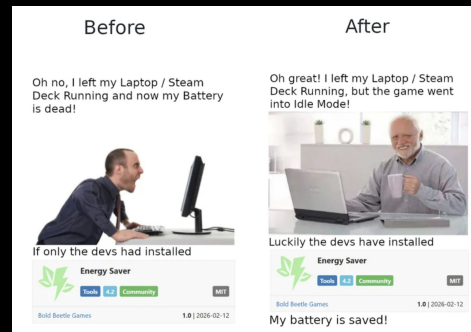
when players are idle, extending playtime on battery-powered platforms (depending on your game's idle state)

20-36% of total playtime is spent idle, on average

More information: <https://sustainablegamesalliance.org/services/optimizing-energy-efficiency/>

*"To be honest, I initially thought it was spam. Someone reaching out to introduce a plugin that could **help us reduce the energy consumption of our games** didn't exactly get me excited at first. But I decided to give it a chance and take a closer look. And what can I say? We're now members of the **Sustainable Games Alliance**."*

Andreas Horn, Technical Artist und Game Designer
ByteRockers Games



Godot Subreddit celebrated the Godot Plugin with over 100 000 views in the first 48h and 840 shares.