The Tesla Game Kit
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Well, I've been going through my old archives, and I found this.  It's a
demo game creation source code kit I wrote as a demo for MacPlay over a
year ago.  It includes:

* a sprite toolkit optimized for sidescrolling arcade games, PixelBlizzard
* a sound engine capable of rudimentary music and sound effects, SSE
* a polygon hit testing engine to be used with the sprite toolkit, PolyMan
* a sample game using the C++ application psuedo-framework I was also using
  for Misebirakasu at the time, MITORI Warrior
* some amusing fps estimates (1500 fps!  yow!) and a wildly inaccurate fps
  counter.

I was still learning C++ at this time, so wierdness in the framework is
likely.  Project file for CodeWarrior 68k (probably DR/2, before the new
data-fork based file format!) included.  It was written, as I recall, over
a period of two weeks, and is slightly incomplete as a result.

Freeware, on the condition that you give me credit in your about box if
you do use this for anything.  I have no plans to update this stuff, as
I'm building a C++ game framework, completely unrelated to this project.

(MacPlay never got back to me, BTW.  :P  :P  )