**Spike:** 1

**Title:** Report on frameworks and game engines

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**Goals / deliverables:**

To gain knowledge and understanding of a few frameworks/libraries and game engines used to make games, get to know how they work and how they have been used to make game providing examples of finished products.

* Create a short report on 3 frameworks/libraries commonly used
* Create a longer report on a single game engine

**Technologies, Tools, and Resources used:**

Using google to research chosen topics as well as downloading example for examination to get an understanding of whats under the hood.

* Unreal Engine 4.27
* Raylib 4
* SFML
* Cocos2d-x

**Tasks undertaken:**

* Researched popular libraries and game engines
* Downloaded Unreal engine, raylib, sfml and cocos2d-x code examples
* Looked for screenshot examples to provide visuals

**What we found out:**

Got a more in depth overview to existing knowledge on unreal and raylib (had previous experience) as well as alternatives to them with sfml and cocos2d-x.

Got a better understanding of what’s available to me for development and can now make use of this knowledge to make a more informed choice of framework when developing game ideas.

Also got a better understanding of other industries using unreal engine, finding more opportunities for myself for the future if I wish to pursue a career in purely unreal engine.