**Spike:** 03

**Title:** Game Engine Compile

**Author:**  Benjamin (Ben) Fekete

**Goals / deliverables:**

To download the source code and compile either godot or unreal engine.

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

* Github (for downloaded code)
* Visual Studio

**Tasks undertaken:**

* Linked github account to epic games account
* Joined Unreal engine github repo
* Downloaded and compiled unreal source code

**What we found out:**

Unreal source code has a lot of depth, modules, solutions and code to make the engine work. Parts of the engine can be left out or changed to better suit the developer, adding technologies, removing unnecessary content and a whole heap of other possibilities to make unreal suit the needs of the game you’re trying to make.