**Task 1**

1. Unity
   * Unity uses C# as its scripting language.
   * “Genshin Impact” is an action role-playing game programmed using Unity.
   * It is both a 2D and a 3D engine.
2. Unreal Engine
   * Unreal Engine uses C++ as its programming language.
   * “Mortal Kombat X” is a fighting game programmed using Unreal Engine.
   * It is both a 2D and a 3D engine, but it uses the Paper 2D system to create 2D games.
3. Construct
   * Construct is based on the HTML5 and JavaScript programming languages.
   * “There Is No Game” is a puzzle game created using Construct.
   * It is a 2D engine.
4. Godot
   * Godot uses C# as its scripting language.
   * “Resolutiion” is an action-adventure game programmed using Godot.
   * It is both a 2D and a 3D engine.
5. Game Maker
   * Game Maker uses GameMaker Language for programming.
   * “Katana Zero” is an action platformer game programmed using Game Maker.
   * It is primarily a 2D engine, but it has functionality for 3D graphics too.