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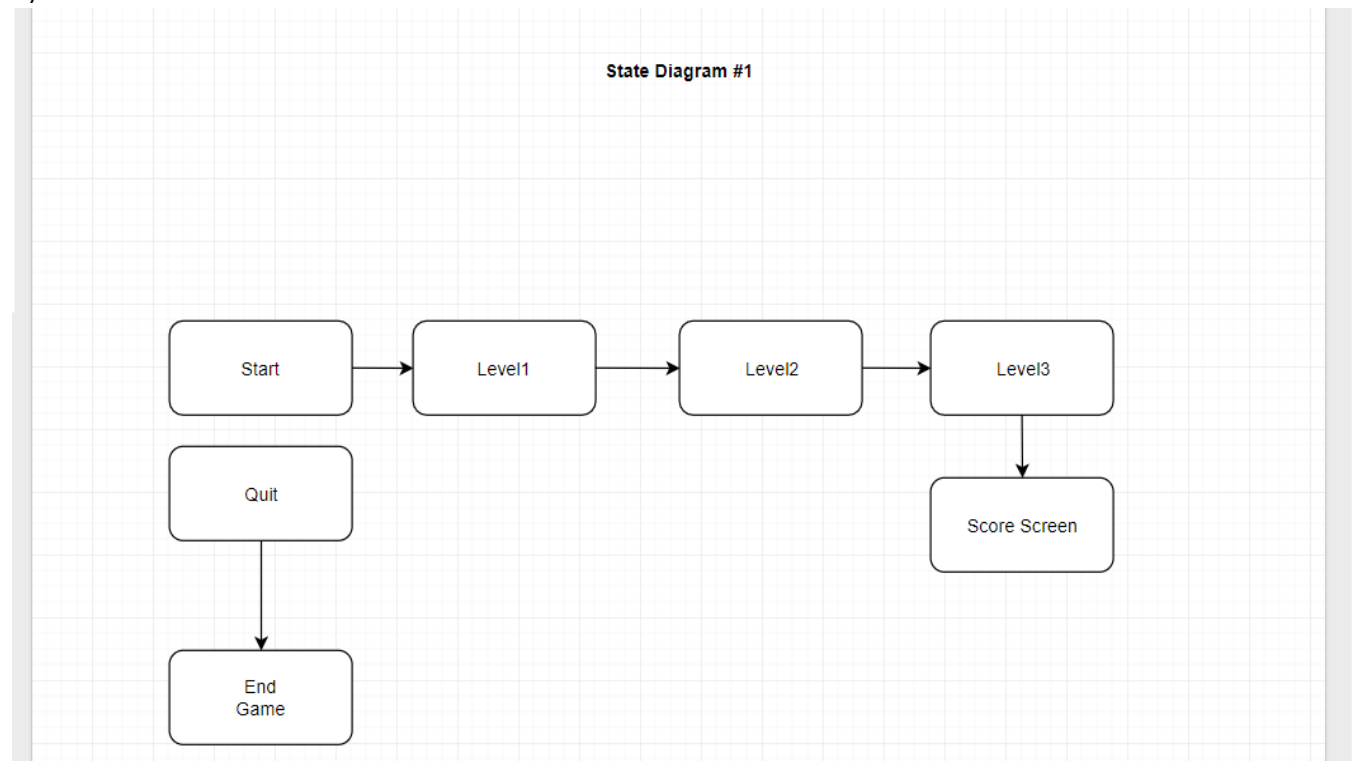
Question 1:

A) Unity and Construct. Unity is far better as it offers a great range of compatibility with different devices and also offers a better range of customizability in the terms of adding assets and code specifically designed for a particular game. Making the experience much more smoother. Not to mention that Unity has the option for 3D model editing as well as for 3D game development. Construct on the other hand is very simple to develop with the drag and drop on functions, still a very good game engine however is limited to what it can offer when compared to Unity.

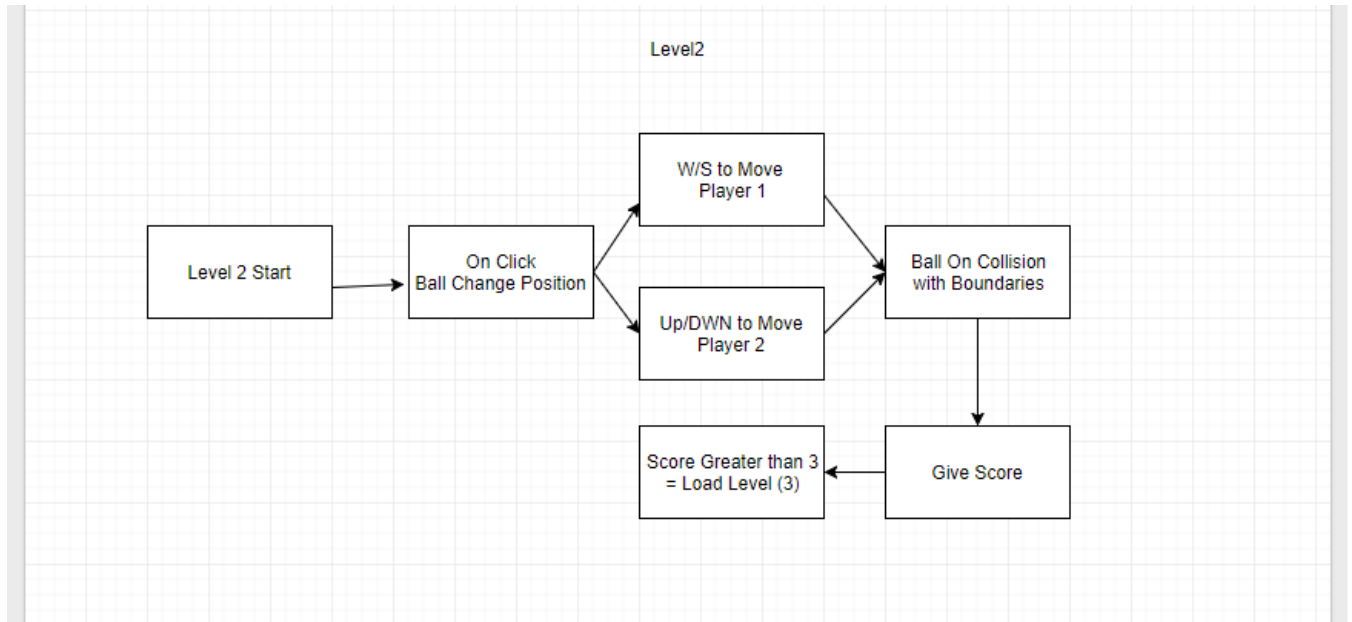
B) JavaScript and C#. However, C# has been selected as it is more type-safe, available in cross-platform, is a mixture of object and procedural oriented code and is easy to develop. Also C# has much more customizability when it comes to code generation, it also builds from JavaScript therefore both are very similar however C# has a much better advantage over JavaScript.

Question 2:

A)



B)



Question 3:

Compression is required to help minimize the size of the game file. The minimum size of the game file will allow the game to be more easy to transfer and make it perform better also. Comperession would also be helpfull to create a fast environment and make it much more easier to load any images or content that must be compressed. Also this would be make it much more easier for the game to be compatible on different devices. Compression examples are when zipping a file , it can be compressed down to 50% of its size. Also When compressing images some detail my be lost and would result in pixilisation.

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