**Spike:** 03

**Title:** Game Engine Analysis

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**Goals / deliverables:**

* Report on 3 game libraries/frameworks
* Report on game engine

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

* Word

**Tasks undertaken:**

* Picked and researched 3 different frameworks
* Wrote report
* Researched Godot
* Wrote report

**What we found out:**

For the first report, I searched for common game libraries (as well as the one we will use in later tasks) found ones that were pretty similar for comparison, picking Allegro, Raylib and SDL. I then researched and wrote the report.

A screen shot of a computer

Description automatically generated

For the second report, I picked Godot as I have some experience with it and will most likely use it for any games in the future. I did some further research and wrote the report.

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