**Spike:** 30

**Title:** Game Engine Analysis Revisited

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**Goals / deliverables:**

Look at spike 3’s game engine report with more experience, and write/edit a report that looks at features you would now include and see how the game engine holds up

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

* <https://docs.godotengine.org/en/stable/index.html>
* Word

**Tasks undertaken:**

* Look at spike 3
* Research further into Godot
* Write Report
* Write spike report

**What we found out:**

My first report was quite good at covering the basics, I spent this report looking at more specific features that I had used throughout this unit (mainly zorkish and SDL), and a couple others I have done this year.

Godot still holds up nicely, but I did fine out the minor issue of it being very python based (syntax wise, not actually based).