Spike: Spike 8
Title: Game Engines

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Goals / deliverables:
Familiarize myself with a game engine of my choice and how to modify it.
Besides this report, what else was created?
- A folder where the source code of the engine was copied.

Technologies, Tools, and Resources used:
List of information needed by someone trying to reproduce this work
- Visual Studio 2022
- Godot Documentation (e.g. https://docs.godotengine.org/en/stable/contributing/development/compiling/compiling_for_windows.html)
- A YouTube tutorial (https://www.youtube.com/watch?v=Ivs5lLcY5ug)

Tasks undertaken:
List key tasks likely to help another developer
This section should resemble a tutorial – the goal is to allow another coder to reproduce your work following these steps.
Eg: (Good)
- Download and install either MinGW-w64 or VS Community.
- Download and the source code from the Godot's (engine of my choice) GitHub.
- Download Python.
- Install SCons with the next command: python -m pip install scons
- Compile Godot for windows with the next command: scons platform=windows
- Generate a VS solution with the next command: scons p-windows vsproj-yes
- Create a windows export template with the next command: scons platform=windows target=template_debug arch=x86_64
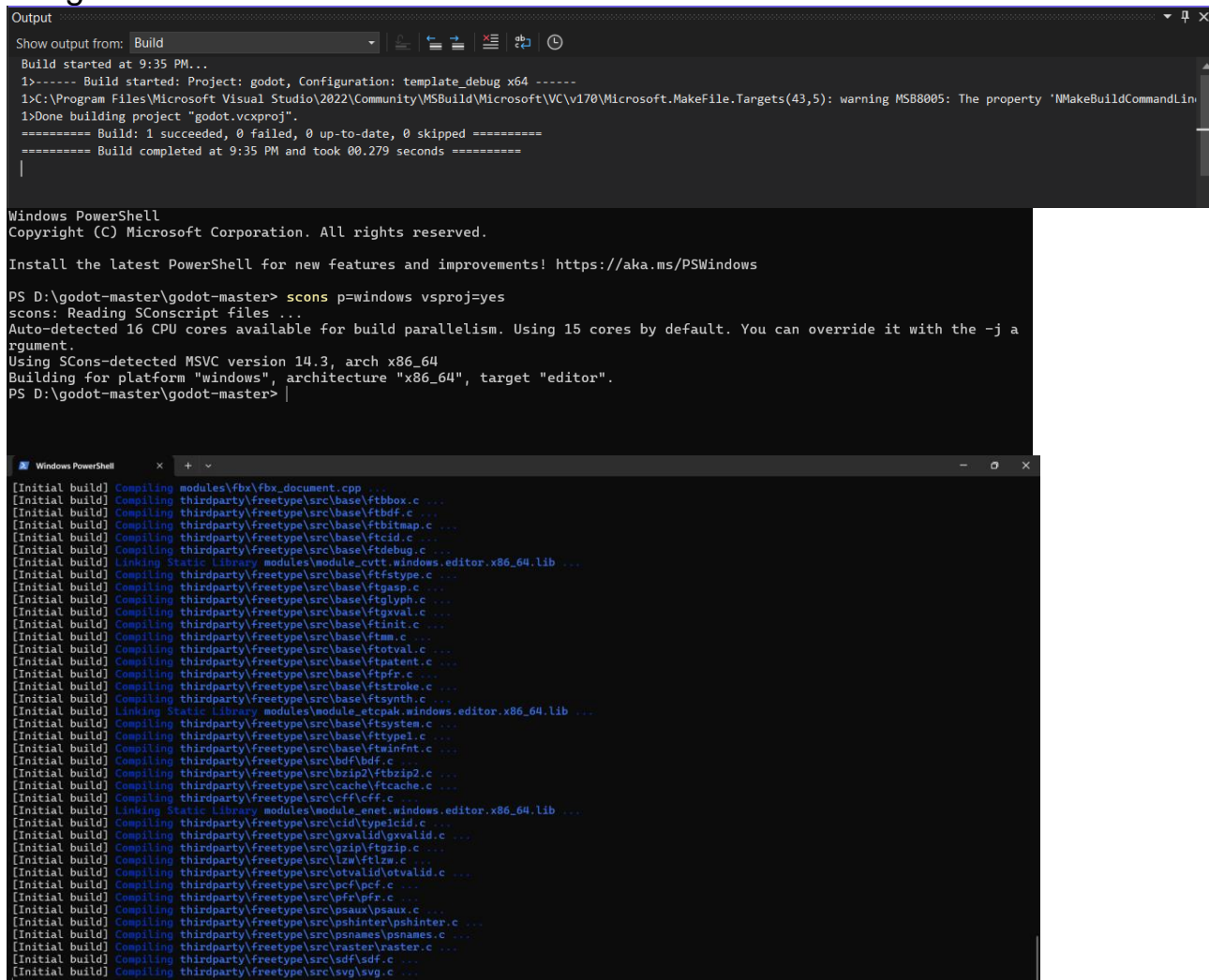- Build from Visual Studio.

What we found out:
I was able to learn about how an engine work and how to build it from the source, also a lot of the steps to proceed and that all this almost kill my CPU. I must say that I have a little error at the end, but even with it I can build correctly, but I'll try to correct it anyway.

Open issues/risks [Optional – **remove** heading/section if not used!]**:**
- One of the command lines given crashes in the middle of the download.

Recommendations [Optional – **remove** heading/section if not used!]**:**
- To correct the issue there are 2 options, try with another code given in the documentation, or close all things except the command prompt and try again if the CPU was the problem.

Images:

(Me during this spike).