

**Spike: Spike 3****Title:** Task 03 Spike Game Engine Analysis

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**Goals / deliverables:**

The goal of this spike is to investigate, learn and compare frameworks used in game developing, and to learn about 1 game engine of our choice.

Besides this report, what else was created?

- Short report called “Frameworks
- Short report titled “Game\_Engine”

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

The technologies I used during this spike are:

- Browser of my choice.
- Steam.
- Epic Store.

**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)

- Search frameworks used in game development.
- Select 3 frameworks and investigate about each of them.
- Document my findings and then compare each framework.
- Save document as a PDF file.
- Investigate about a game engine of your choice.
- Enter the engine main page.
- Search the engine in another stores (e.g. Steam).
- Compare the browser version and the store version of the engine.
- Browse games that were made with that engine.
- Give my own opinion (personal).
- Put a reference about cooking mama 2 because why not.
- Save as PDF file.

**What we found out:**

I learned about three game dev. frameworks, these being “Monogame”, “FNA” and “Kha”, and not only what language do they use and what platforms they support, but also in what part of the development is better to use each framework. Lastly, I also learned more about the game engine Godot, not only how it works and what language it uses, but also what games were made with it, and some game I’ve played are made with it and I didn’t know.