**Spike:** Spike 30

**Title:** Game Engine Analysis Revisited

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**Goals / deliverables:**

Take the Game Engine report made on task 3 and updated with the new knowledge I now possess.

Besides this report, what else was created?

* Short report called “Frameworks
* Short report titled “Game\_Engine Updated”

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

* Browser of my choice.
* Steam.
* Epic Store.
* Microsoft Word

**Tasks undertaken:**

* Open original “Game\_Engine” doc.
* Think about things I may take into consideration when choosing a game engine.
* Write down all things I will consider.
* Write down reasons why I think the previous reasons only make Godot better.
* Write down my own opinion.
* Reference cooking mama 2 again because I can.
* Save document with new name being “Game\_Engine Updated”

**What we found out:**

I learned that after a hole semester working on the assignments of this subject, I take more stuff into consideration when choosing a game engine other than some superficial things I heard. Things that will make my time working easier and more enjoyable.