Comparison of Languages Lecture 5 Page 1 / 5 General Purpose
Byte Lode
All Class based
All Class based Assembly + Classes + NO GC Assembly NO GCJ Nia Strip Just above larguages



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U. Unity No ostside Cash Unity -> Game Engine -> License the For S +> mobile 15 > Placon sole 2nd Engine For S +> mobile 15 > Placon sole 2nd

Choose Engine

- Can Ivse an open source

engine - Licensing
- Mobile 1st or PC/console 1st

DE/Unity Alternatives

AAA - Already custom engine

Game Maker Studio - 2Dtiled games

L Requires a license

BPG Maker
Ogre 3D OSS Ctt

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ECDoom Quest UR Doom Engine

Ogre 3D OSS CH JMonkey OSS - Java - not as well supported as Ogre Phaser - OSS - web &L Three JS - OSS - really not an engine, but a great wrapper for Web &L

Lumberyard - AWS - LryEngine LC++, PC/console First



Unreal -> Blueprint or Ctt

Parameters o o return value

Shaders to Components

Blueprints Pros/Cons - verbosey they are - Closer to Scratch - Messy -Blueprints are slower - Most games have a