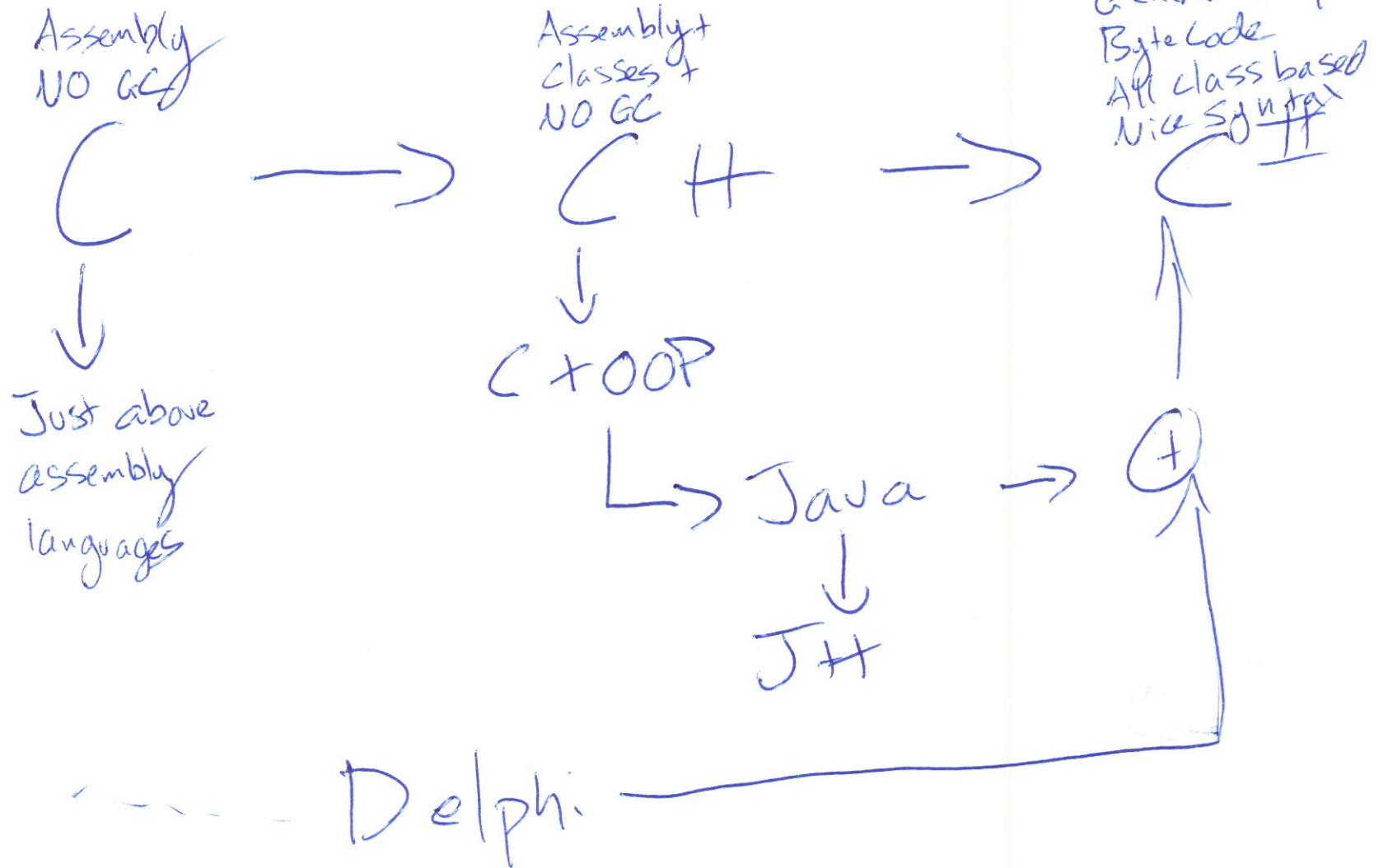
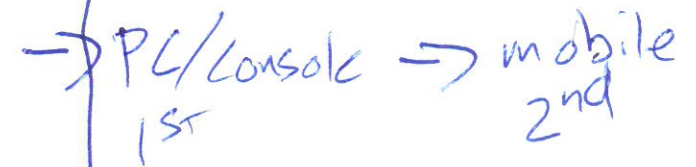
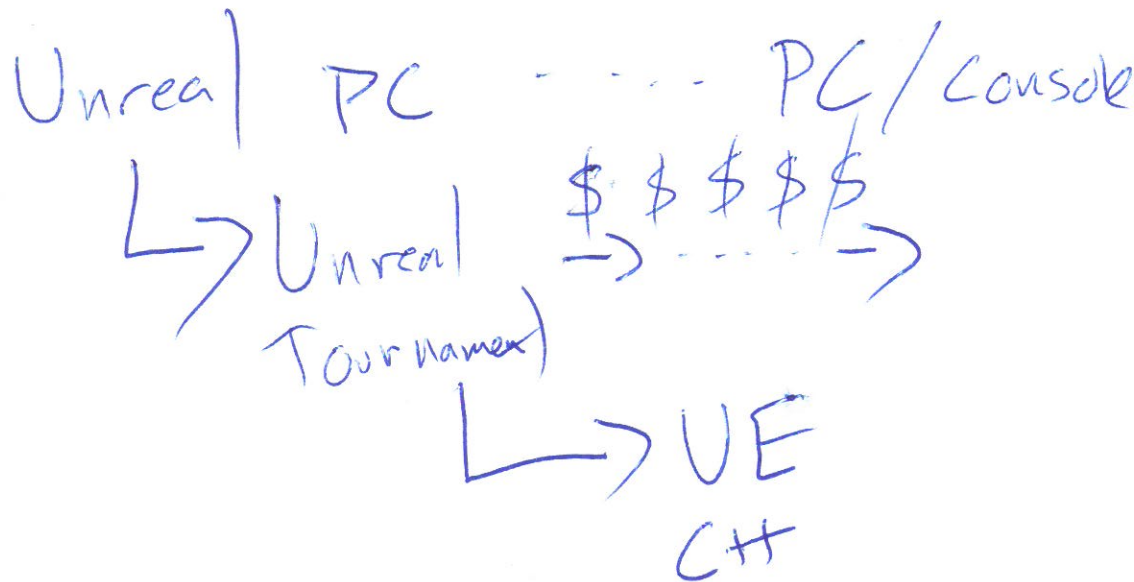
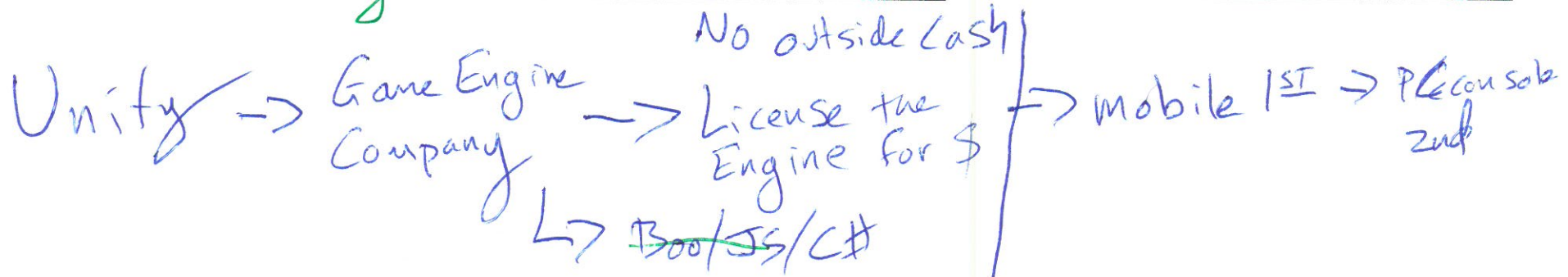


Comparison of Languages



Unreal v. Unity



- Choose Engine
- Can I use an open source engine
 - Licensing
 - Mobile 1st or PC/console 1st

UE/Unity Alternatives

AAA — Already custom engine

GameMaker Studio — 2D tiled games
↳ Requires a license

RPG Maker —

Ogre3D OSS C++

JMonkey OSS — Java — not as well supported as Ogre

Phaser — OSS — WebGL

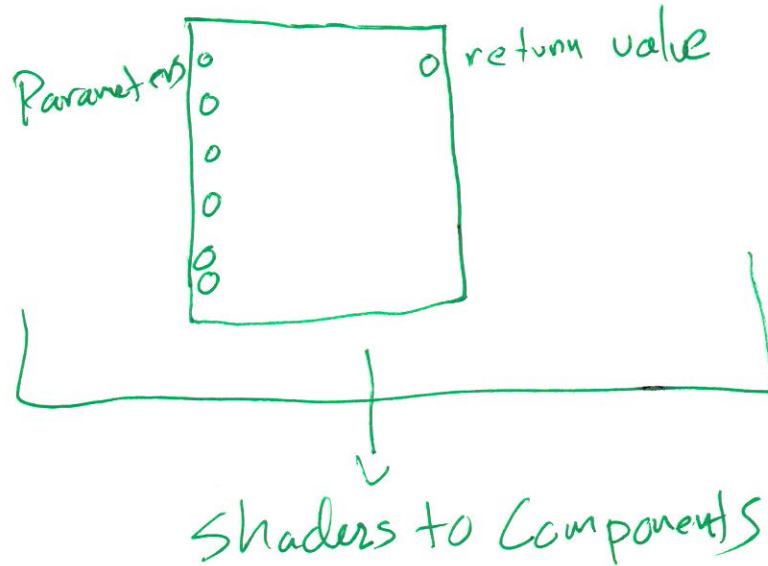
ThreeJS — OSS — really not an engine, but a great wrapper
for WebGL

Lumberyard — AWS — CryEngine
↳ C++, PC/console first

GLDoom

Quest VR Doom
Engine

Unreal → Blueprint or C++



Blueprints Pros/Cons

- verbosity they are verbose
- Closer to Scratch
- Messy
- Blueprints are slower
- Most games have a combo