

- **1 similarity + 1 difference** you noticed across Unity / Unreal / Godot while **importing Kenney assets + building the level.**

One similarity I noticed is that importing files is pretty similar in all of the engines. One difference I did see is the content folder as well as the way the camera works in the engines. In unreal a camera mover is already built in unlike godot and unity

- **Instancing comparison (1–2 sentences):** Prefabs vs Blueprint Actors vs PackedScenes — what felt the same, what felt different.

One thing I noticed is that in unity and godot the actors came all together with their textures and any other add ons but in unreal they were separate

- **Your pick (1 sentence):** If you had to rebuild the same level again, which engine would you choose and why.

I would probably build it in unreal because it is the one I am most comfortable with.