# Unity Feedback

## Advantages

Unity has a lot of advantages that make it a great platform to work with. Since it is so popular right now, there are tons of tutorials on the internet available to make it easier to learn. In addition, it is easy to find documentation or a Stack Overflow question on just about any problem you encounter. The Unity Asset Store makes it easy to find nice art that is simply dragged and dropped into Unity, and also to find scripts to aid with more difficult tasks like pathfinding. Unity also has some support for version control, which makes it possible to use Git to collaborate on a project. It also allows multiple languages, C# or JavaScript, to be used for programming making it more accessible to a wider user base. It also has a great user interface, which makes it nice to work with when not writing code.

## Disadvantages

Unity also has a lot of disadvantages, which make it sometimes painful to deal with. The largest one we encountered was version control. While it is nice that it has at least some support for version control, the settings are somewhat hidden when getting it setup and merge conflicts in a scene or other Unity asset are nearly impossible to reasonably deal with since they are just represented with a large YAML file. Unity also is primarily a 3D engine, which makes it sometimes painful to translate to 2D. A lot of the features are built around 3D objects, and sometimes you have to make 3D objects in your 2D world just to utilize these features. In addition, Unity has so many features that it can be difficult to pinpoint the ones you need versus all the noise you find in the documentation. Another painful problem with Unity is its default editor MonoDevelop. It is clunkily designed, extremely slow, and randomly reformats and messes with the styling of code in a way you might not want. While you can use any editor you desire, this can sometimes be detrimental, as MonoDevelop has all the documentation for Unity built-in and will autocomplete any method you want to use.