Engineering for portability – structure planning

Paragraph 1 – question and introduction

**How has the development in demand for mobile games affected the choices in which platforms developers make games on/port games to?**

Paragraph 2 – Talk about main problems of software portability as a whole.

Paragraph 3 – talk about specific problems of software portability to mobile platforms

Paragraph 4 – talk about cases of software have been ported successfully and what can be learned from these cases.

Paragraph 5 – summary of problems with portability to mobile platforms

Mobie platforms capabilities:

Iphone - Can only be programmed in swift of objective C (derivation of C++ and general c languages)

https://developer.apple.com

Android - Can be programmed in many different languages . Java, Lua, c++, HTML5 Javascript and CSS. Some Development kits do have hits on performance however.

http://www.androidauthority.com/want-develop-android-apps-languages-learn-391008/

Games ported from PC to mobile - Hearthstone , FTL (faster than light), The wolf among us, Grand theft auto vice city(2002 origional)

http://gadgets.ndtv.com/games/features/the-10-best-pc-and-console-games-on-android-iphone-and-ipad-777660

Games ported from mobile to PC - Link to reddit page with games ported from android to PC (some games have less perfomance android than PC)

https://www.reddit.com/r/AndroidGaming/comments/4aixyw/complete\_list\_of\_good\_android\_games\_and\_ports\_for/