Unity Engine

Unity is a beginner-friendly game engine that uses C# as its primary scripting language. Unity is a great choice for developers that have older or lower-powered computers but still want to learn. Likewise, some great AAA games have been published using Unity, including *Rust* and *Ori and the Will of the Wisps*.

Unity is used primarily for the following types of projects:

- 2D
- 3D
- Desktop
- Mobile
- Console
- Virtual Reality (VR)
- Mixed Reality (XR)

[Insert screenshot of the Unity editor]

Unreal Engine

Unreal Engine is a robust game engine that uses C++ as the primary scripting language as well as Blueprint support for visual scripting. Blueprints are well-supported as a visual scripting language, allowing non-programmers easier access to making games. Unreal Engine is a popular choice for both indie and AAA developers, including games like *Rocket League* and *Star Wars Jedi: Fallen Order*.

Unreal Engine has a slightly more complex editor than Unity but provides great templates to make professional-looking projects from the start.

Unreal Engine is used primarily for the following types of projects:

- 3D
- Desktop
- Console
- Virtual Reality (VR)
- Mixed Reality (XR)

[Insert screenshot of the Unreal Engine editor]

Verdict

Either engine will work really well for general 3D game development. They each have their own strengths.

Use Case	Unity	Unreal
Beginner-Friendly	Yes!	Not really
Development Machine Requirements	Lower requirements	Higher requirements

Use Case	Unity	Unreal
2D Development	Yes!	Not recommended
3D Development	Yes!	Yes!
Programming Focus	C# Support	C++ Support
Visual Scripting	Lower requirements	Higher requirements

Go with Unity Engine if:

- You want to focus in 2D or mobile development
- You are more comfortable working with C# than C++
- Your development machine doesn't quite meet the Unreal Engine minimum specifications

Go with Unreal Engine if:

- You prefer visual scripting
- You are more comfortable working with C++ than C#
- Prefer visual scripting instead of writing code

Regardless of which you choose, you can always learn the other later as well.