Ques1.a

The two game engines i chose are unity and Amazon Lumberyard,the reason why unity was selected over construct is because of its great advantages like free publishing,easy to learn the basics,any type of game can be created on the program and a free asset store.

Ques1.b

Two programming languages are C# and java ,in my case the language i used is C# some of its main features are that it’s mainly object-oriented, C# can access code that is written in other languages,has more functionality than other languages and has great community support.

Ques2.a

Ques2.b

Ques3

Compression is a major factor anyone has to consider when creating games this provides lots of advantages and some slight disadvantages.Some small advantages of compression is less time wasted while installing the game and less size in the hard disk taken when the game is being downloaded.The major advantage of compressing the assets is that it takes up less memory in the ram while the game is being played.An example of this is that certain games have a small size like the witcher 3 being 40 gb while others are huge like Call of Duty Advanced Warfare being a huge 120gb.