

Game engines rundown

Unreal Engine

1. Is it free or not
 1. Yes. There is a 5% royalty that Epic Games(the creator of Unreal) applies only if the title made in Unreal reaches a revenue of over \$1 million.
2. Is it open source or not
 1. The source code is available on GitHub, but despite that, the engine is not traditionally open source, as it is under a special license known as Unreal Engine End User License Agreement (Unreal EULA)
3. Cross-platform
 1. Yes.
4. Target platform
 1. No concrete target platform, all platforms that it supports can be the target platform for your project.
5. Programming language on which it is based
 1. C++
6. Is it intended (more suitable) for 2D and/or 3D games
 1. Despite having 2D capabilities, it is mainly intended for 3D games.
7. Notable games
 1. Fortnite
 2. Jedi Fallen Order
 3. Borderlands
8. Other (eg. it is available in the cloud/on-premises, good documentation and/or customer support...)
 1. Not available in the cloud
 2. Has great documentation
 3. Has customer support

Unity Engine

1. Is it free or not
 1. There is a free license for personal projects and smaller companies that generate less than \$200,000 annually. There is a subscription model for revenues above that.
2. Is it open source or not
 1. No
3. Cross-platform
 1. Yes.
4. Target platform
 1. No concrete target platform, all platforms that it supports can be the target platform for your project.
5. Programming language on which it is based
 1. The unity runtime is written in C++, while the Unity Scripting API uses C#
6. Is it intended (more suitable) for 2D and/or 3D games
 1. Both
7. Notable games
 1. Outer Wilds
 2. Subnautica
 3. Valheim
8. Other (eg. it is available in the cloud/on-premises, good documentation and/or customer support...)
 1. Available in the cloud
 2. Has great documentation
 3. Has customer support

Godot

1. Is it free or not
 1. Yes. You own your game completely, and the engine's code, under the MIT license.
2. Is it open source or not
 1. Yes, open source available on github.
3. Cross-platform
 1. Yes.
4. Target platform
 1. Although consoles are supported, games made in Godot have to be ported through third-party services because platform-specific code for consoles is not allowed to be published under an open-source license. Because of that its target platforms include, but are not limited to, Desktop platforms and Android devices.
5. Programming language on which it is based
 1. Built with C++, in-engine scripting supports a few languages.
6. Is it intended (more suitable) for 2D and/or 3D games
 1. Both
7. Notable games
 1. Brotato
 2. Halls of Torment
 3. Lumencraft
8. Other (eg. it is available in the cloud/on-premises, good documentation and/or customer support...)
 1. Not available in the cloud
 2. Has good documentation

GameMaker Studio 2

1. Is it free or not
 1. Yes. There is also a subscription model with increasing prices depending on the revenue your company makes. The most expensive model is about \$60
2. Is it open source or not
 1. No
3. Cross-platform
 1. Yes.
4. Target platform
 1. No concrete target platform, all platforms that it supports can be the target platform for your project.
5. Programming language on which it is based
 1. Runtime is in C++, the IDE is in C#
6. Is it intended (more suitable) for 2D and/or 3D games
 1. It is mainly intended for 2D, with limited 3D support.
7. Notable games
 1. Undertale
 2. Hyper Light Drifter
 3. Hotline Miami
8. Other (eg. it is available in the cloud/on-premises, good documentation and/or customer support...)
 1. Not available in the cloud
 2. Has great documentation
 3. Has customer support

References:

The references for the information of this document include only the Wikipedia pages for each of the game engines.