Review 1

Question 1A

Unity vs. Unreal

Unity was chosen because it is

* Free of charge
* Easy to script by using C# and Javascript
* Cross Platform
* Vast Asset Store

(Milbert, 2015)

Question 1B

C# vs. Java

I chose C# because it has

* Slightly better performance
* More features
* Better for developing applications
* It has dynamic variables

(Marcovic, 2011)