[](https://www.knowitallninja.com/)Software’s Effect on Game Development

# Task 1

Usually games are not platform independent, so there is usually some work, and therefore cost, involved with converting a game so it’ll work on a new operating system. This means choosing the right platform is important.

The article below compares the relevant issues between developing for android & iphone devices.

https://www.androidauthority.com/developing-for-android-vs-ios-697304/

Complete the table below to summarise this information.

|  |  |  |
| --- | --- | --- |
| Issue | Android | iPhone |
| Development | **Requires experience.** | **Requires experience and also harder to design for.** |
| Design Guidelines |  | **Very dependent on the screen sizes. Lacks in a back button.** |
| Fragmentation | **Has too many different versions** | **Still use of older, unsafe versions.** |
| Publishing & Restrictions | **Not restrictive enough.** | **Too restrictive.** |
| Profits | **Too much piracy, so loss of profits is people steal your app designs.** | **Much better due to higher paid apps and advertising.** |

# Task 2

Different platforms & game engines use different languages. Complete the table below by identifying the most common programming languages for developing games using the different platforms & game engines identified.

|  |  |
| --- | --- |
| Platform / Game Engine | Language Used |
| iOS | **Swift** |
| Android | **C++** |
| Windows | **C# & C++** |
| Unity | **C# & C++** |
| Unreal Engine | **C++** |
| GameMaker Studio | **C++ & C#** |

# Task 3

(a) The video linked below looks at the effect of updating graphics drivers on a Nvidia GTX 480.

<https://www.youtube.com/watch?time_continue=2&v=iZUshOSWQRo>

Summarise the impact updating graphics drivers can have on the performance of gaming and why this performance improvement is possible.

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# Task 4

(a) Different game engines are only compatible with certain file types. Research the 2d image, 3d model & audio file types that are compatible with the following game engines.

|  |  |  |  |
| --- | --- | --- | --- |
| Game Engine | Image | Model | Audio |
| Unity | **PSD**, **TIFF**, **JPG**, **TGA**, **PNG**, **GIF**, **BMP**,**IFF**, **PICT**. | OBJ. | * .aif .**wav** .**mp3** .**ogg** |
| Unreal Engine | .**bmp**. .float. .pcx. .png. .**psd**. .**tga**. .jpg. .exr. | FBX. | WAV |
| GameMaker | **JPG**, **BMP**, **PNG** and **GIF** | OBJ. | .**wav** .**mp3 or .ogg** |

(b) Watch the video linked below:

<https://www.youtube.com/watch?v=6STSHbdXQWI>

Summarise the role of the API and especially the graphics API according to this video.

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