An argument for an engine can be that people are more used to the engine, which in turn will increase their productivity as they don’t have learn a new engine. An argument against choosing an engine that people know is they might not learn as much, as they don’t have to learn a new engine. So it depends on whether or not you want to learn to use the new engine.

In the end, most of these engines are similar and have many of the same features, so could just as well be UE as Unity, for example. UE4 is for learning a new technology, but it might also make a bit harder to learn some of the game-making-process practicalities, as we need to focus more on learning the engine, than on learning the process of making a game and working in a team.

# **Unity**

2d tilemap extras (<https://github.com/Unity-Technologies/2d-extras>)

## **Pros**

FMod integration

C#

TileMap editor

Already acquired assets (easy save, All in 1 sprite shader, sensor toolkit)

Experience working with the engine

(Stack Overflow Questions: 57712) Huge community (lots of resources online)<https://www.gamedesigning.org/engines/unity-vs-unreal/>

Web deployment

## **Cons**

General purpose engine

Experience working with the engine

Everybody uses Unity, it is the default

# **Unreal Engine**

Great for graphically heavy 3D games (it is not needed for this project though)

## **Pros**

FMod integration

Blueprint visual scripting

TileMap editor

No experience working with the engine

Web deployment (<https://www.unrealengine.com/en-US/faq?active=release>)

## **Cons**

C++ (hard for designers)

General purpose engine

No experience working with the engine (Need to learn the engine (it is slower to start working))

It does not really feel like there are any particular reasons UE4 is needed over Unity

Approximate community size(Stack Overflow Questions: 1622)

# **Godot**

## **Pros**

Tilemap editor

Small decent engine for 2D

Web deployment

## **Cons**

(Stack Overflow Questions: 482) Community not as large as some of the others

Harder to integrate FMod

# **Cocos 2d-x**

## **Pros**

Tilemap editor

Native 2d engine

## **Cons**

Seems more engineer focused

Harder to integrate FMod

Does not have that strong unique selling points except native 2d, that makes it more suited than EU and Unity

Approximate community size(Stack Overflow Questions: 3906)

No web deployment (could possibly port the project over to Cocos2d-html5 if it is written in Javascript, but it seems more cumbersome than the other engines)