

# Common Dev Tools

- Unity

- Unreal Engine

- A frame

  - Only web based Dev tools

  - limited immersion

  - WebGL → WebGPU

  - Accessible to users + dev through browser

  - conductive for learning & research

    - Open source

- BabylonJS
  - Playground
  - large community
  - Open source
  - WebXR
    - Open source API
    - accessible cross-platform applications
- OpenXR
  - C++
  - Native
- Cospaces
  - No code
  - entry point

if have meta quest & used in medical

- Unreal engine

Camera footage in AR game

- want as many users as possible
- babylonJS

- Tech based on usage (As above)

- Cost

- Stability (not a lot of bugs)

- Customizability / extensibility

- Can I make unique feature to stand out?

- Community + support

- Active community

- How responsive is the support + teams

- learning opportunities