

GAM 207 Module Two Discussion: Game Engine Review

Name: Nathan Hallam

Identify Other Game Engine: Unity

	Unreal	Other Game Engine (Unity)
Distribution Platforms	<p>PC (Windows, Max, Linux), Mobile (Android, iOS), Console with extra work (Xbox, Playstation)</p> <p>appears to be designed mainly for PC games</p>	<p>PC (Windows, Max, Linux, VR), Mobile (Android, iOS, XR), Console (Xbox, Playstation, Switch), Web</p> <p>designed around ease of deployment for a multitude of systems</p>
Programming Language(s)	C++ and Blueprint Visual Script	C#
Cost/Licensing	<p>Free to Use</p> <p>Runtime Fee - after first \$1 million USD gross revenue is crossed an additional 5% is owed from additional revenue made</p> <p>Cost is static past the first \$1 million gross revenue generated.</p>	<p>Free to Use</p> <p>Runtime Fee applies if crossed two thresholds</p> <ol style="list-style-type: none"> 1. \$1 million USD in gross revenue trailing 12 months 2. 1 million initial engagements <p>If both thresholds are crossed, runtime fee charges whichever is lower</p> <ol style="list-style-type: none"> 1. 2.5% of games monthly revenue 2. fee based on monthly initial engagements <p>Unity Pro version \$2040 /yr /seat</p> <p>Cost varies depending on if Unity Pro is used and the revenue generated.</p>

Key Capabilities	<p>High end Graphics, animation tools, modeling tools, game development tools.</p> <p>Focused on creation of games and animations</p>	<p>Cross-platform support, ease of use, portability, community size</p> <p>Focused on game creation with portability across multiple platforms</p>
Ease of Use	<p>UE5 designed to be friendlier to users uses C++ but requires use of Blueprint when making games Better for large scale projects with larger team sizes</p> <p>UE appears better for large scale games and games that want to push the graphics to the limit of realism. While UE5 has been designed more around ease of use for new users I personally need more time with it.</p>	<p>intuitive UI native C# coding language cross-platform support asset store</p> <p>Unity is best for small teams and indie developers, people who are just starting out for its supportive community, asset store creations, and use of C#</p>

