# GAM 207 Module Two Discussion: Game Engine Review

Name: **Casey Champagne**

Identify Other Game Engine: **Lumberyard**

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|  | Unreal | Other Game Engine |
| Distribution Platforms | Windows PC, PS4/5, Xbox Series X/S, Xbox One, Nintendo Switch, macOS/iOS, Android, ARKit, ARCore, OpenXR, SteamVR, Oculus, Linux, SteamDeck | Windows PC, PS4, Xbox One, iOS, Android |
| Programming Language(s) | C++ with the ability to use Blueprints Visual Scripting as a programming tool. | C++ (including free access to the engine source code), and Lua |
| Cost/Licensing | Free to access and use all features and tools, but a 5% royalty fee is charged for any gross revenue earned over $1 million per year. | Free to access, and no royalties or seat fees. |
| Key Capabilities | Pipeline integration and support for FBX, USD, and Alembic; World building within the Unreal Editor; Characters and animation blueprints; Rendering, lighting, nanite & virtual shadow maps; Simulation and effects | Create near-photorealistic environments; Game-ready assets; Characters; Real-time gameplay editing; Wwise LTX; Modular gems system to bundle assets and code |
| Ease of Use | Unreal was designed for beginners and includes a user-friendly interface that new developers can learn in a small amount of time. The ability to use virtual scripting can also make things simpler for someone who may not be a savvy programmer. Although there is a steep learning curve, the barrier to entry is relatively easy to break through. | Lumberyard is no longer supported, and it is most likely because it was not an easy engine to use. The documentation appeared to be difficult to understand, and there was not a large enough user population to keep it alive. Amazon has now restructured Lumberyard and turned it into a new engine called O3DE. |
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