# GAM 207 Module Two Discussion Template: Game Engine Review

Name: Jasmine Sears

Identify Other Game Engine: Unreal VS Unity

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|  | Unreal | Unity |
| Distribution Platforms | Both game engines support a wide variety of platforms such as Xbox, PlayStation, Nintendo, Windows, and mobile games. They also each have their own store as well that you can view games in as well. | Both game engines support a wide variety of platforms such as Xbox, PlayStation, Nintendo, Windows, and mobile games. They also each have their own store as well that you can view games in as well. |
| Programming Language(s) | Unreal primarily uses C++, which is considered a powerful and high-performance programming language. This allows developers to create complex game systems. Unreal also offers a node-based visual scripting system called Blueprint Visual Scripting, this allows developers to create scripted events, gameplay logic, and interactions without writing code with a user-friendly interface. | Unity mainly uses C#, also called CSharp. This programming language is used for scripting. C# was developed by Microsoft and is a high-level object-oriented programming language. Unity also uses UnityScript which is also known as UnityScript.NET. UnityScript was a JavaScript-like language but has been deprecated in 2017. |
| Cost/Licensing | Unreal is mainly free to use, but you do pay royalties on any gross revenue exceeding a certain threshold. There is custom licensing for larger organizations if it is needed though. | Has a free version called Unity Personal, which has all the core engine features and tools. Then there is Unity Plus which is subscription based and offers the same things Unity Personal has, but adds on a few additional features such as performance reporting tools, access to beta features, and priority support. Unity Pro is the same as Plus, but with a few more added features. You can also customize enterprise plans. |
| Key Capabilities | Unreal is a popular game engine for developers. It is known for its powerful built-in extensive and wide range feature set such as world partitioning and Nanite technology. The powerful animation and cinematic tools help to create high-end graphics. | Unity offers cross-platform development which allows developers to create games for multiple platforms. It’s a very flexible and easier to use game engine that has a wide range of tools to help you, such as a store that allows you to buy, sell, and share assets, plugins, and tools. |
| Ease of Use | Unreal is known for its high-fidelity graphics capabilities and advanced features, which makes it a steeper learning curve compared to Unity. Its also known to be challenging for beginners. | Unity has been praised for its beginner-friendly interface, which makes it an ideal for many novice developers and indie studios. The store also provides a vast library of pre-made assets, plugins, and tools that help to accelerate development and workflows. |
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