Task 31   Spike: Game Engine Debug Analysis

OPTIONAL

Context

You previously did an analysis of Game Engines. Since then, you have learned much about debugging low level game programming. Revisit your analysis with everything you've learnt.

Knowledge/Skill Gap:

The developer has wants learnt much about Games Programming and has an improved understanding of how to evaluate the range of frameworks and libraries available to build upon when constructing games.

Goals

Take the analysis of one of the Game Engines or Game Frameworks you did for Task 3 and review it with the knowledge you now possess about debugging in particular. How would you go about debugging it? Are there particular challenges to debugging for this engine/framework? Are there extra tools provided by the manufacturers to make debugging easier?

Expected Output

Repository
1. Updated Report on Game Engines
2. Spike Report

Canvas
1. Spike Report