

Task 32 Spike: Game Engine Performance Analysis

OPTIONAL

Context

You previously did an analysis of Game Engines. Since then, you have learned much about performance analysis. 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 performance profiling. How would you go about analysing the performance of the selected engine/framework? Are there particular challenges to performance analysis for this engine/framework? Are there extra tools provided by the manufacturers to make performance analysis easier? What performance information is there and how reliable do you consider it? Are there any existing performance comparisons between your selected engine/framework and any competitors?

Expected Output

Repository

1. Updated Report on Game Engines
2. Spike Report

Canvas

1. Spike Report