Task 8   Spike: Game Engines – Download and Build

CORE

Context

Game engines are very large and complex projects with complicated file/project structures, complex build chains, and multiple dependencies.

Knowledge/Skill Gap:

The developer is unfamiliar with downloading and building a large project like a game engine.

Goals

1. Choose either Unreal Engine or Godot.
2. Download the source for the engine (Note: This is not the pre-build release binaries that you might download in order to just run the engine/editor – make sure you're downloading the source code).
3. Build the engine from source.

Expected Output

Repository
1. Spike Report

Canvas
1. Spike Report

Notes

DO NOT INCLUDE THE ENGINE SOURCE CODE IN YOUR REPO
Both engines are large projects and would massively bloat your repo, and for no good reason – both engines have their own repos. If you really want, you can explore forking and submodules as a way to include them, but that is not necessary, it would be just an exercise you to become familiar with those tools. Do not include the built binaries either.