

What game engine am I going to use?

Unreal Engine VS Unity

When it comes to choosing a game engine it's a pretty straight forward choice. Either go with Unreal engine or Unity for projects like this.

In this document I will shortly discuss both and inform you why I have made my choice.

Unreal Engine

Advantages

- Simple to use interface
- Allows you to create a game without having to "write" a single line of code
- Whole library full of extensions, plugins, assets, etc.
- Fast rendering technology
- Pre-build templates to give you a headstart in otherwise tedious tasks
- Whole list of exportable packages (e.g. Linux, Windows, Android, ...)
- Very active community with plenty of tutorials, guides, forms, ...

Disadvantages

- Heavy on your system (in my experience it crashed a couple of times)
- UE5 removed direct integration with HTML
- A bit too powerful for my usecase(s)

Expected requirements before using

- Basic game development knowledge
 - Basic C++ knowledge
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Unity

Advantages

- Better platform if you want to work in team (easier to setup)
- Better choice for indie games since it's royalty free
- Massive library of plugins, assets, ... to enhance the capabilities
- Since Unity has existed for longer the support community is bigger than that of UE
- Easier on your machine since it's less graphically advanced as UE5

Disadvantages

- Best features of Unity are locked behind the Unity Pro version. Which can get very expensive
- No open source code

- Slower render times than UE5

Expected requirments before using

- Basic game development knowledge
 - Basic C# and JScript knowledge
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Conclusion

Personally I have decided on using UE5.

While Unity would seem like the better choice since my game is rather small scale and most certainly not a AAA game, I have my reasons for choosing UE5.

My main reasons are:

1. I'm still very interested in gamedevelopment and getting to use the new ue5 engine is an amazing learning opportunity
2. UE5 is totally free via Epic Games while for Unity I would have to request a Pro version which would just add an extra step
3. I've already dabbled in UE4 before so I can use my previously learned things in this project.
4. Project packaging and exporting is really really easy in UE5
5. Itch.io is a very very solid integration platform for this.