**Game Engines and their capability**

A **game engine** is a software framework designed for the creation and development of Video games. Developers use them to create games for consoles, mobile devices and personal computers.

The core functionality typically provided by a game engine includes a rendering engine for 2D and 3D graphics, a physical engine or collision detection, sound, scripting, animation, artificial intelligence, memory management, threading, scene graph.

**Following are popular game engines**

**Unity3D**

Unity3D is a truly affordable option for a game developer, and it has some unmatched merits that other engines don’t. Most important, you have to pay for the license once, and no matter how popular your game becomes, you do not need to pay again. That surely sounds like a smart financial move, particularly for startups and new developers. Here are Unity’s pros and cons.

**jMonkeyEngine**

jMonkeyEngine (jME) is a game engine made especially for modern 3D development, as it uses shader technology extensively. 3d games can be written for both android and desktop devices using this engine. jMonkeyEngine is written in java and uses LWJGL as its default renderer (another renderer based on JOGL is available)

**Unreal Engine**

The Unreal Engine is a game engine developed by Epic Games, first showcased in the 1998 first-person shooter game Unreal. Although primarily developed for first-person shooters, it has been successfully used in a variety of other genres, including stealth, MMORPGs, and other RPGs. With its code written in C++, the Unreal Engine features a high degree of portability and is a tool used by many game developers today. This has been released in various versions such as Unreal Engine 1, Unreal Engine 2, Unreal Engine 4, Unreal Development Kit, Unreal Engine 4.

**References**

<https://en.wikipedia.org/wiki/Game_engine>

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