The game engine I decided to use was Unity. I was drawn towards using Unity mainly because of how popular it is in game creation. I also watch a very entertaining game developer on youtube who uses Unity and the freedom that he has with the game engine always amazes me. I did a FPS tutorial on Unity, I was given a semi complete game and then given multiple steps that showed me how to make the game better and how it was originally created. I was able to place rooms, change colors, add enemies, and even add asset packs that let me drop fruits in the game.

Overall I felt like Unity can become very easy to use after maybe 2 or 3 different tutorials that cover different aspects of game creation. Unity is a very big engine so if you want to be able to navigate through it all you will likely need to become accustomed to the design of the engine. Though what makes Unity so good is that even though it's complex it's very easy to learn, making the skill ceiling when making your game that much higher. I would definitely use Unity for any game I want to make, as I can have limitless creative capabilities.

An issue that I did run into while doing the tutorial was not really being able to find what to click on to move to the next step in the tutorial, this can be easily fixed if the tutorial highlights what you need to click on your screen so you can move on quickly. Another issue was with downloading the tutorial itself, as Unity will make you download every tutorial you want to try one by one. This can be very time consuming and even take up a lot of space on someone's PC if they don't have a lot of space. To fix this Unity could implement a bundle of tutorials to all be downloaded together, covering everything that the tutorials cover on their own.

Unity was a great game engine to use as a fresh learner and if those small mistakes are fixed it will become even more user friendly.