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http://timjones.tw/assets/520ca50ff51f27a8a700000e/torq-project-report.pdf

1. Assignment 1
   1. The researcher is finding out which of the two languages, C++ and C#, are the most optimized and they test it out by making a car racing game. Then benchmark them.
   2. The reason for the research is that since C++ was the main language to write games and with the rise of C# in game development it’s important to compare the two languages.
   3. They build a car racing game using existing models and API.
   4. The results were at the start C++ was 30% more efficient but as soon as resolution grew it eventually became the same and at one point C# was running a bit better than the C++ version of the racing game.
   5. Yes it’s true since they benchmark the result. For any short comings when they converted the code into C++ they had some issues but they were fixed by manipulating pointers