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SWE 585 In Class Practice #6

(Game Profiling)

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Group #: Room 3

Group Member Names, Surnames:

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Definition:

In this ICP you will use Unity Profiler to assess the performance of a unity project.

STEP 0: Provide your system summary below.

System Summary (Machine 1)	
Operating System	macOS Monterey
CPU / GPU	Apple M1
RAM	16 GB
Unity Version	2020.3.30f1

STEP 1: Download the unity project provided in the class slack workspace -> unity.zip

STEP 2: Run the project, you should see an authentic library with object



STEP 3: Fill in time threshold values for each member. (NO PROFILER)

FPS	Machine 1	Machine 2
< 300	0	1 s
< 200	0	18 s
< 100	35s	1 min 24 s
< 60	1 min 40s	2 min 40 s
< 20	4 min 40s	3 min
< 10	7 min	7 min

STEP 4: Re-run the project with profiler from only one member's machine.
Try to obtain information from the profiler to pinpoint the drop for the FPS.
Discuss and experiment collaboratively!

Fill in group's explanation for the root cause of the FPS drop here:
(Same text should appear in each file)

As the numbers of the objects increased, the amount of objects to render and physical collisions also increased, so it needed more process power. Hence the fps dropped.

Provide necessary screenshots to support your conclusion.

300 fps



200 fps



100 fps

