the project report shall compare the assigned multi-platform development environment with Android.  The code snippets from the Assignment 1.a should be used and compared with the code snippets of your project to highlight the comparison.

I don't expect the report to be more than 4 or 5 pages.

Development for Android in Unity was significantly more difficult than development in Java and Android Studio.

To start, the tools and configuration were more difficult to set up and use. I actually abandoned my first project file, because of some subtle configuration that was wrong. I believe it was a graphics setting. It caused my app to display only some assets that I loaded, and to display those incorrectly (pink splotches instead of different coloured buttons).

Similarly, it took some time to set up the visible area, adjust the camera, create and scale working buttons, and place the images in the scene as game objects. Unity is, of course, designed for making video games, and is substantially more flexible for likely game use cases than Android Studio. For a more static interface like this project, Android Studio is simply more appropriate.

Unity + Android Studio + Android Emulator is also a heavy system load for development, and my laptop fans were working overtime. Building the Unity project took noticeably longer than building a small Android project, and any updates to the source meant re-running the entire build. Android Studio can sometimes apply code changes and restart the current Activity without re-installing the application.

Another small but nice feature of Android Studio is that it can start the right emulator automatically. Unity will look for a compatible running emulator and give up if one is not found.

One interesting aspect was that I could place an image on top simply by changing its z-index. Unity is based on UI items primarily, with code attached. Java and XML layouts are essentially the opposite. Unlike an Android Studio project, Unity project can be set up without any code, as such.

Another advantage of Unity is that I could very easily port my application to another platform.