Game Engines/Creators Comparisons by Team HCD

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| Game Engines/Creators | Unity | Unreal Engine 4 | Construct 2 |
| Platform development | Works well for mobile games | More used for Windows, etc. | Based on HTML |
| Game Design | 2D games and 3D games | 3D games with high graphics | 2D games |
| Programming language | C#/javascript | C++ | N/A |
| Graphics | Capable of making graphic heavy environments | Capable of very advanced graphic options such as dynamic lighting and complex partition system | Frame rates drop if the project is too large |
| Pricing | Free version with limited options. Range from $35-$125/month for a pro version | Free with nothing locked under a pay wall with a 5% royalty upon earning | Free version with limited options and a version with a one time payment of $130 |
| Ease of use | Intuitive interface | Some interfaces are complicated | Very easy to use |
| Community | Large community of users | Not as large as Unity users | Community isn’t very big |

Out of the three, we chose Unity since out of the three of us, only one of us had some experience in using one of the software and Construct 2 was no longer an option for the design we wanted to do. In addition, we found the large community to be useful for when we needed help on certain parts of our game.