**Unity**

Pros:

* Prior experience
* Better for 2D
* More content available in the asset store
* Better mobile development overall
* Runs a little better on Android devices
* Slightly better file storage
* Deploys faster to devices
* Compiles faster
* Better tutorials available
* Easier to use

Cons:

* Difficulty in networking
* Scaling to different resolutions is more difficult

**Unreal**

Pros:

* Ease of use in networking
* Broaden experience
* Use of blueprints allow for easy implementation of certain mechanics
* Better starter content
* More stable framerates
* Runs better on iOS devices
* Better for battery life
* Visual scripting allows for less skilled programmers to implement features easier

Cons:

* Documentation and support are not quite as good as Unity
* Requires more powerful hardware

We have decided as a group to go with Unreal Engine 4 over Unity, primarily due to the fact that it has an overall better networking capability. Since the goal of our game is to eventually have multiple devices communicating with each other, and I expect networking to be the most difficult to implement, this was one of the most important factors in our decision.

While researching the networking capabilities of both, we had found that Unity offers an extension for peer to peer connections called Photon. For a while, this seemed like the better option, although, upon looking more into Unreal, its networking support was not just for dedicated servers like we had initially thought. Instead, we discovered that using their networking, one device can be the listen server (host), while all the other devices would be clients.