

Game engines

game architecture, game framework, gameframe

Games have engines?

Tools for game developers

Framework (libs., methods, classes)

Sub engines:

Physics, audio, rendering engines -> **MIDDLEWARE**

GE nowadays

Unreal (Fortnite, PUBG)



Unity (Cuphead, Escape From Tarkov)



CryEngine (Crysis, Kingdom Come)



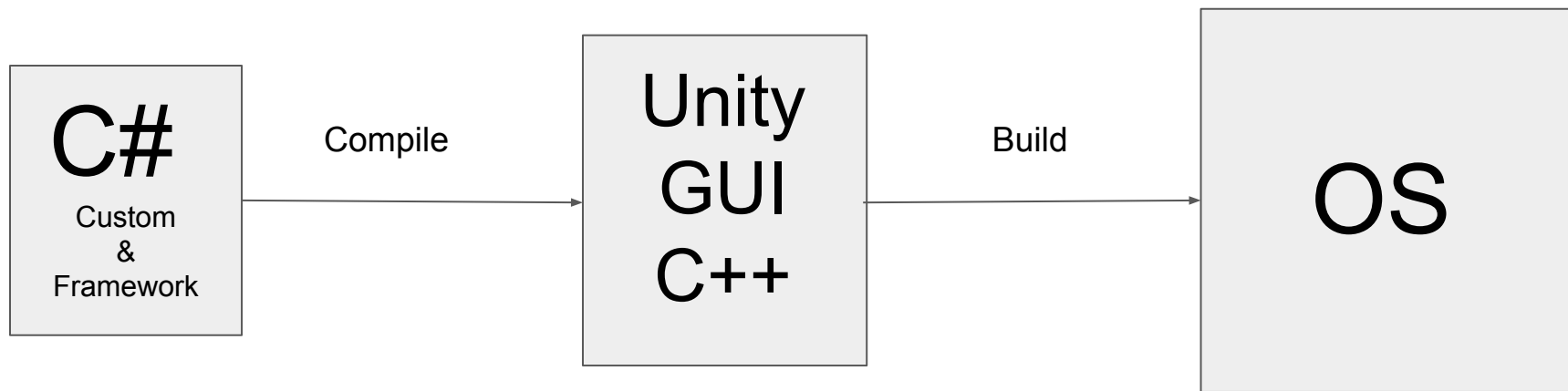
Source (Counter-Strike, DOTA 2)

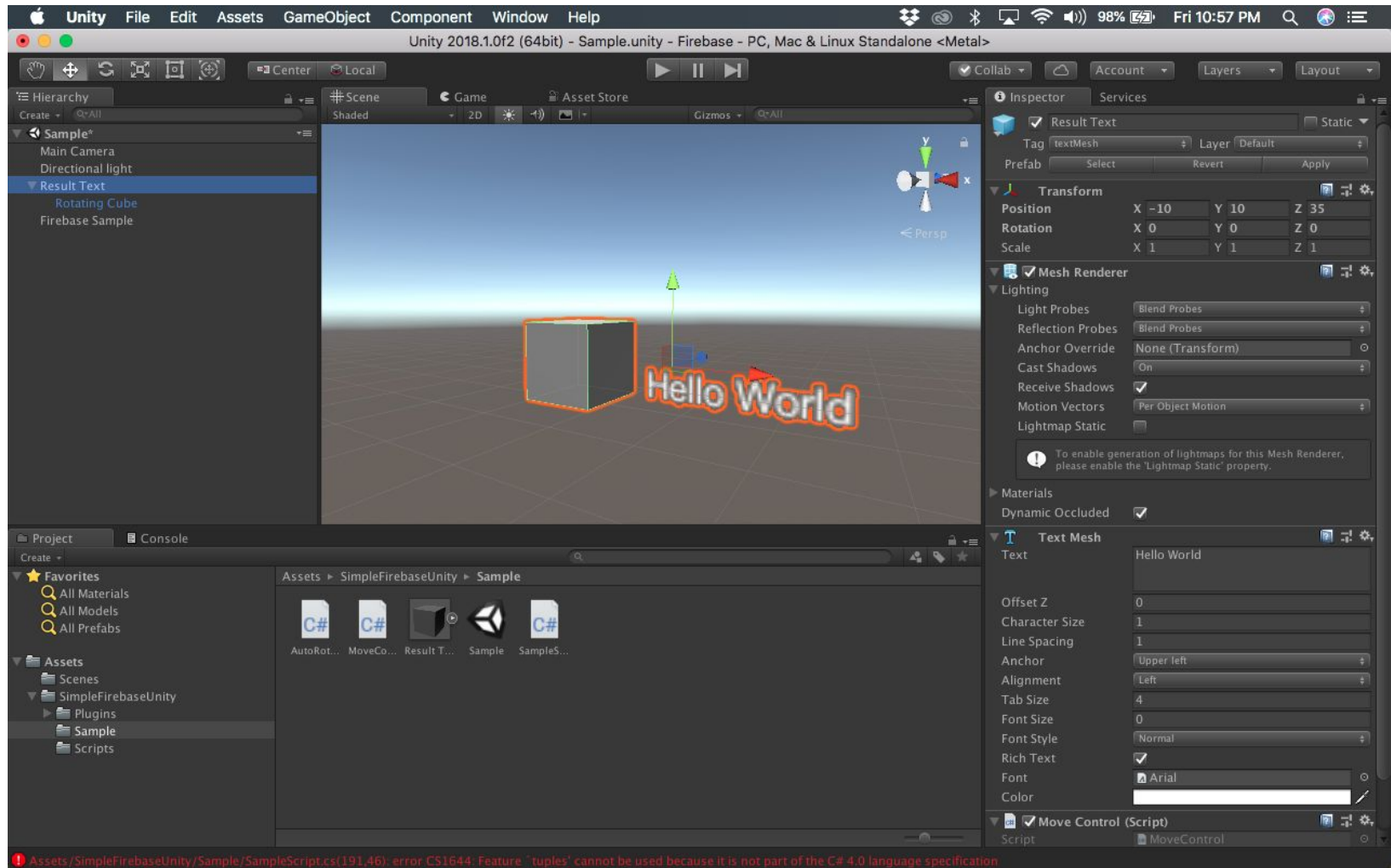


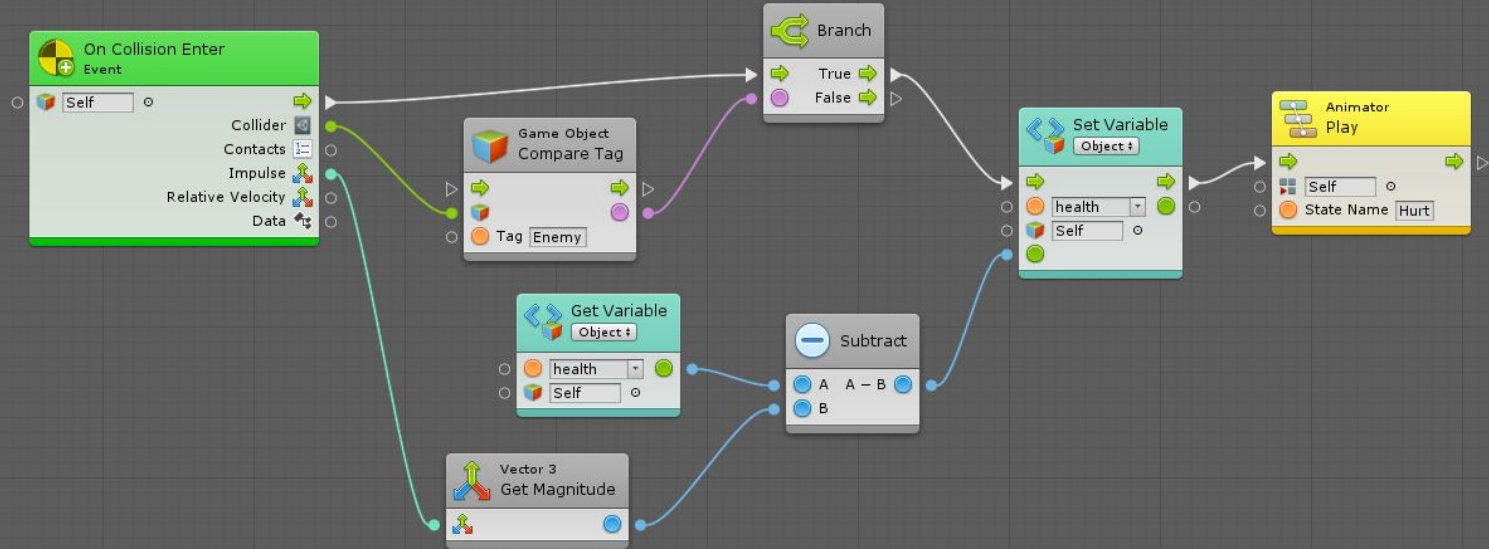
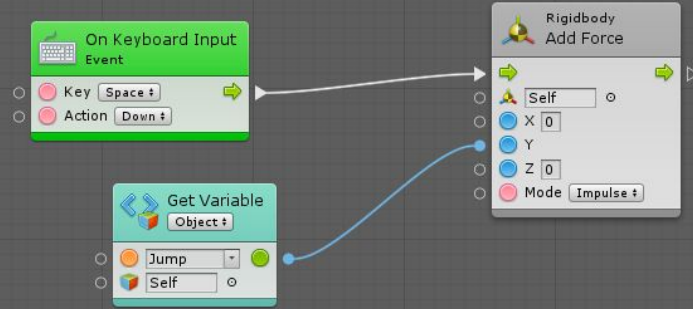
Unity, oh you beautiful tramp!



- + Free (no revenue share like Unreal)
- + Beginner friendly
- + Assets import (PS, Blender etc...)
- + Community
- + GameObject - Prefabs
- + C#
- Graphics
- 100k+ licence cost
- C# (MonoBehaviour)







What else?

Housing (furniture)

Architecture, civil engineering

Animations, Graphics

Applications, Showcases, etc.....

But we want JAVA!!!

Engines:

libGDX (game development framework)

jMonkeyEngine

LWJGL (Lightweight Java Game Library)

Android -> Mobile games

Minecraft, Bejewelde



Since no questions...

...thanks and THE END