

# Task 33 Spike: Game Engine Pattern Analysis

## OPTIONAL

### Context

You previously did an analysis of Game Engines. Since then, you have learned much about low level game programming. Revisit your analysis with everything you've learnt.

### Knowledge/Skill Gap:

The developer has wants learnt much about Games Programming and has an improved understanding of how to evaluate the range of frameworks and libraries available to build upon when constructing games.

### Goals

Take the analysis of the Game Engine you did for Task 3 and review it with the knowledge you now possess about games programming. What other features would you assess when selecting a game engine that you did not include in your initial report? How does the Game Engine you selected fare when analysing these additional features?

### Expected Output

#### Repository

1. Updated Report on Game Engines
2. Spike Report

#### Canvas

1. Spike Report