FACHHOCHSCHULE
TECHNIKUM WIEN

Exercise 1 – Game Engine

Implement your Game Engine Setup

- Create a public github repository
- Create your engine
    - name your engine
    - engine should be a dll
    - write an entry point for your game
- Create a game for testing – engine and game should be seperated
    - name your game
    - call your game engine

Questions

What is the difference between git and github?

git is the technology, github is the provider platform

Name 3 benefits of a version control system:

keep track of changes, backup for the code, easy collaboration with other developers, branching - to allow development of features without disturbing the main branch - when all well - merging

Name 3 alternatives to git:

AWS CodeCommit, Perforce, Subversion (SVN), Concurrent Versions System (CVS), Sourceforge?

Name 2 differences between git and other version control systems:

SVN does not provide as good automation- and DevOps tools as git
Perforce is said to be better than git and SVN regarding access control, and better binary file management than SVN

Name known issues related to game engines (Unreal, Unity) and version control systems:

Large file storage, merging binary assets not possible