Question 1

A. Unity and Unreal Engine.

* Unity is easy to use yet powerful.
* Unity is perfect for creating simple 2D games.
* Unity uses C# and JavaScript unlike Unreal which uses C++.
* Unity has a simpler UI then Unreal

(Pluralsight, 2014)

B. C# & JavaScript.

* C# has auto completion
* C# has Code Highlighting
* C# has the ability the show public methods in Unity’s UI
* C# has ready-made classes such as “RigidBody” to help code objects in the Game

Question 2

/Users/philipmicallef/Desktop/Diagram_AA.

/Users/philipmicallef/Desktop/Diagram_B.pdfB.

Question 3.

Compressing media assets are important as they can make things possible by reducing storage space therefore accessing even more hardware whereas without compression it would make things impractical. By compressing media assets, loading times can be reduced, along with the bandwidth of dataflow.

Unity utilizes compression systems that can compress assets such as: sounds, textures, animations, meshes and assets bundles. Without these systems, Unity would have issues regarding memory space on most platforms especially on mobiles. This is because there is limited memory space on Mobile devices which in turn could result in a sluggish performing game. Hence why compression is used, keeping the project to a minimum size in memory to gain performance.



# Bibliography

Pluralsight, 2014. *Unreal Engine 4 vs. Unity: Which Game Engine Is Best for You?.* [Online]   
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[Accessed 29 November 2017].