ANALYSIS TO DECIDE WHICH GAME ENGINE TO CHOOSE

There are different game development engines available in the industry. A few popular are namely Unreal Engine 4, Unity , CryEngine, GameMaker, Havok Vision Engine, Jmonkey Engine, Greenfoot.

We have analyzed 3 engines in detail namely unity, Jmonkey and Greenfoot.

Unity Engine

It is a cross platform game development engine developed by Unity technologies.

It is available for free.

It has easy asset workflow.

It is easy to develop

It has many open source game projects available for reference to game developers.

It is easy to program and comes optimized for console manufacturers.

Greenfoot

Greenfoot is an application which allows developers to use very popular java code to create simple graphics and visuals.

It has many predefined methods like turnleft (), setLocation() which allows developers to easily move actors around.

It is free and provides engaging entry point for beginners but also provides full power for advanced developers.

Jmonkey

It is a cross platform game engine for adventurous java developers.

It possesses good stability and speed and supports a variety of features.

After analyzing the above game development engines, we have decided to use Unity Game Engine for building our game since it is free, easy to program and may open source projects are available for reference.