

## Different VR environments (Game engines)

- Unity
  - Pros
    - If you make less than \$100k a year then unity is free as a beginner
    - Supports 2D and 3D
    - Asset store has lots of free designs making it easier to develop in
    - Group has the most familiarity with Unity compared to other game engines
  - Cons
    - Most of the weaknesses are restricted to the professional level
    - Graphics are not as sharp as others
    - Very big program to have on the computer
    - No grants
- Unreal Engine
  - Pros
    - More suited for a team of developers
    - Offers grants to support projects
    - Asset store is considered “better”
  - Cons
    - Not beginner friendly
- RPG maker
  - Pros
    - Very beginner friendly
  - Cons
    - Hard to import graphics
    - Not free to use
- Godot
  - Pros
    - Considered very flexible and organization is very easy to see
    - Open source
    - MIT licensed - you own 100% of what you make
    - Debugger is very good
  - Cons
    - Not beginner friendly

<https://indiegamedev.net/2020/02/11/comparison-of-game-engines-2020/>

<https://gamedevacademy.org/best-game-engines/>

## Setting up development environment

- Unity Student
  - Pros
    - Unity student is free to all college students
    - Free access to the unity student pack which includes “access to time saving plug-ins and high quality, modular assets developed by top industry creators”
    - Allows for cloud based collaboration and cloud based builds, while also providing advanced cloud diagnostics
    - Allows for five seats of Unity Teams Advanced - much easier to collaborate on projects
  - Cons
    - Takes a couple weeks for application to be approved
  - Steps to take for Unity Student
    - Authorize with Github
    - Apply for Unity Student (couple weeks wait time)
    - Activate plan

<https://store.unity.com/academic/unity-student>