

Game Design Engines



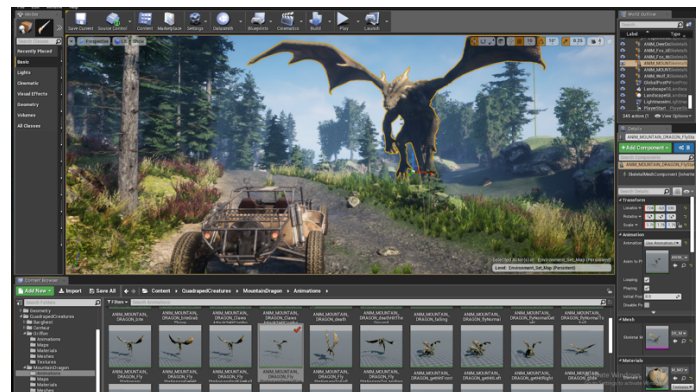
What is a Game Engine?

A game engine is software that makes building games easier due to its streamlining of the game development process. Before Game Engines, you would have to build your game from scratch. Having these Game Engines available have made it possible to become a game developer without joining a Gaming Company and from the comfort of your home. For example, you can make your own assets and make them available for purchase. Below are the top two Game Engines that have really become an industry unto themselves.

Unreal Engine

Language: C++

Unreal Engine was developed by the founder of Epic Games, Timothy Sweeney in 1998. Unreal is a more stable platform compared to other engines due to the fact that it has been out longer and is currently going on to their 5th version of Unreal. Unreal has been open source since 2015 and has made a free version available. They also publicize their development cycles and show what will be featured in the upcoming versions of Unreal.



Unity

Language: C#

Unity was developed by Unity Technologies and released in 2005. Unity is more user friendly and has made game development more accessible to developers. There are many tutorials available for free that are very informational and beginner-friendly. What really sets this game engine apart from others is their asset store, which has become quite popular with the amount of free, high quality assets.

