

ETGG3802

Final Paper Specifications

Paper is due before noon on **5/3/2016**

Paper Guidelines

- At least two pages
- 12-point font
- 1.5 spacing
- 1" margins

*ssurge is a very early version of what I call a **DIY (do-it-yourself) engine.***

Topics: *Pick some of these – you don't have to address every issue*

- What are the strengths / weaknesses of [Unity / Unreal / DIY]
 - Licensing costs
 - Up-and-running time
 - Integration with version control
 - Difficulty (for a person learning / using the engine)
 - Mobile Support
 - Creating networked games
 - 2d Support
 - Steam-workshop / mod-support¹.
- What kind of adoption rate is there in the industry for the various engines – try to find actual numbers (*opinions* on forums don't count; take marketing by the engine itself with a grain of salt)
- 5, 10, 15 years from now, will the ratio of games made in DIY / Unreal / Unity / CryEngine / etc. change? Obviously this is an opinion question, but try to back up your opinion with well-thought-out arguments.
- Anything else of relevance.

No less than 1 page ↑

- This course (this is more of a traditional post-mortem)
 - Would taking out the student lectures hurt ETGG3801? I'm thinking of replacing this with at least one "normal" individual lab on Unity / Unreal / CryEngine in the early parts of ETGG3801.
 - This would give us more lab time for the individual C++ labs.
 - How can I motivate people to learn some C++ over the summer before ETGG3801?

No more than 1 page ↓

¹ At least to my (admittedly limited) knowledge, Unreal and Unity don't tend to support mods (since you almost need the engine to create a full mod).