

DMD6111 – Games Engine Architecture

Assignment 2: Analysis of game engines

Due date Tuesday, 06 February 2007
Value 30%

Instructions

The objective of this assignment is that you choose a rendering engine and modeling tool(s) for your game project; so you are to analyze and compare 3 different 3D game engines.

1. Make an analysis of each 3D engine, including but not limited to: graphic API used, rendering features, requirements, model and image formats supported, any logic systems also implemented, availability, license, platforms supported, programming language and language bindings.
2. Compare all engines in order to select the one that best fits your game project.
3. Explain what modeling/image editing tools or repositories you'll use to generate art assets for your game and the process to import them into your selected engine.
4. List any unsupported features that you'll need to implement through the integration with other tools (or programming them yourselves), e.g. sound, collision detection, etc.

Deliverables and grading

Written report	20%
<u>Oral presentation</u>	<u>10%</u>
Total	30%