

# Game Engines for Casual and Independent Game Developers

Nestor Hernandez

Developer Relations

Gendai Games

Quoc Tran

Programmer

Gendai Games

# Unity 3D



- ✦ Pros
  - ✦ Flexible and intuitive
  - ✦ Affordable - Unity Indie \$199
  - ✦ Publish for iPhone, Web, Desktop, & Wii
  - ✦ Scalable for mid-large teams and games
  - ✦ Comprehensive documentation
- ✦ Cons
  - ✦ Overkill for simple games
  - ✦ Learning curve (javascript, C#, etc)
  - ✦ No source access

# Torque 2D

- ✦ Pros
  - ✦ Highly customizable
  - ✦ Affordable - 2D version \$250
  - ✦ Publish for iPhone, Desktop, Wii, & Xbox 360
  - ✦ Scalable for mid-large teams and games
  - ✦ Source Access
- ✦ Cons
  - ✦ Lack of documentation
  - ✦ Learning Curve (Torquescript)
  - ✦ 3D requires new license
  - ✦ Difficult to debug
  - ✦ No real-time game edits

# GameSalad



- ✦ Pros
  - ✦ Easy to understand
  - ✦ Develop with smaller teams
  - ✦ Publish for iPhone, Desktop, & Web
  - ✦ Affordable - Free
  - ✦ No Scripts
- ✦ Cons
  - ✦ Not very scaleable for larger teams
  - ✦ Mac only
  - ✦ Less flexible for engineers
  - ✦ Certain features like movie playback and networking not yet available