

**CISC 4391**  
**Assignment 0 (20 Pts)**

***Due at 10:00 PM Central (MyCampus)***

Topics: game engines:

Conduct a comparison study on two game engines namely unity and FANG (the one we will be using this semester). In this study, assume that the beneficiary of your study (me) doesn't know anything about these engines and your job is to make sure I learn as much as possible about them. Visit their respective websites: unity - <http://unity3d.com/> and FANG - [http://www.fangengine.org/index.php/Main\\_Page](http://www.fangengine.org/index.php/Main_Page). Use other sources, such as your book, and notes. Once you have conducted a thorough study of the two game engines, submit a 2-page (double spaced) with you results. In addition to your findings, you should specifically include:

- The pros and cons of using one or the other.
- Purpose of each
- Targeted audiences
- Available resources