1. Using the internet and / or resources for this class, find three sites that list, rank, or compare game engines. List them below:
    a. https://www.cubix.co/

    b. toolradar.com
    c. https://app.cinevva.com/engine

2. Using the sites above, list the top three game engines that most interest you, or which you think will work best for your project:
    a. GoDot

    b. Gamemaker

    c. Unity

3. Find another site that details or evaluates each of the game engines you listed above. List the sites here:

    a. Additional site about the game engine you identified in 2a: https://www.capterra.com/p/234843/Godot-Engine/reviews

    b. Additional site about the game engine you identified in 2b: https://www.capterra.com/reviews/158594/gamemaker-studio

    c. Additional site about the game engine you identified in 2c: https://www.capterra.com/p/158591/Unity/reviews

4. Based on the information you gleaned from the sites above, list the three game engines you are considering in terms of most to least popular:
    a. Unity

    b. Godot

    c. GameMaker

5. Based on the information you gleaned from the sites above, list the three game engines you are considering in terms of easiest to hardest to learn:
    a. GameMaker

    b. Godot

    c. Unity

6. Based on the information you gleaned from the sites above, list the three game engines you are considering in terms of which requires the most to the least knowledge of programming:
    a. Unity

    b. Godot

    c. GameMaker

7. Based on the information you gleaned from the sites above, list the three game engines you are considering in terms of best to worst user community:
    a. Unity

    b. Godot

    c. GameMaker

8. Based on the information you gleaned from the sites above, list the three game engines you are considering in terms of most to least available tutorials:
    a. Unity

    b. Godot

    c. GameMaker

9. In approximately 250 words, explain which of the three game engines above you believe will work best for your project. Based on your research, what aspect of this game engine are you most excited about? What worries you most about using it? What advantages will this game engine give your project? What disadvantages will you have to overcome?

After all of my research, I have chosen to use Godot for Last Post. It is free and has no royalties. This is important to me as a student because there is no licensing or subscription fee that could come up at a large scale like with Unity.

My biggest point in favor of Godot is that 2D is given a lot of attention in the engine. Last Post is a 2D adventure-platformer so the dedicated 2D rendering and physics would be beneficial. Unlike Unity which is heavily geared towards 3D, Godot gives 2D much more attention. Additionally, I like the node-based scene system as it can be useful for objects such as my rope bridges which can have various states (shaky, about to break) and my mailbag which can alternate between shrink and grow states.

My biggest concern is that there is a smaller community and asset store compared to Unity. This could mean fewer tutorials or forum posts to reference should I come across something unusual. Additionally, the asset store has been mentioned as being relatively small.

The main benefit I have found is the learning curve. Various reviews have stated that Godot is less intimidating than Unity and is more similar to "not controlling a plane." This is important to me because in addition to learning game design I do not want to have to battle against the engine itself.

The downside would be that if I later desire to port the game to a console, Godot requires more setup for its console export as compared to Unity. This would have to be addressed if this project were to extend past a class assignment.