

# **EXPLORING THE ADVANCEMENTS AND LIMITATIONS OF MODERN GAME ENGINES: A COMPARATIVE STUDY**

**Nicolai GHEORGHIEV**

*Department of Computer Science and Systems Engineering, IA-224, Faculty of Computers, Informatics and Microelectronics, Technical University of Moldova, Chișinău, Republic of Moldova*

**Coordinator:** Lilia MIHAIL-VELEȘCU, univ. assist., Department of Foreign Languages, TUM

**Abstract.** *Modern game engines have significantly revolutionized the game industry by offering game developers many tools and features. However, with the development of technology, these engines also have their own limitations, which can affect the quality of game development. The purpose of this paper is to explore the achievements and limitations of modern game engines and their impact on game development. A comparative study of the popular Unity and Unreal Engine game engines will be conducted to provide a complete picture of them.*

**Keywords:** *advancements, capabilities, compatibility, developers, limitations, performance, tools*

## **Introduction**

The gaming industry has been rapidly evolving over the years, and the use of modern game engines has been a major contributor to this growth. Game engines provide a platform for game developers to create, design, and develop games with ease. These engines come with a plethora of features, such as realistic graphics, artificial intelligence, physics engines, and audio systems, among others. However, with the advancement of technology, game engines have also come with limitations that may affect the quality of game development. In this paper, we will explore the advancements and limitations of modern game engines and their impact on game development.

## **Advancements in Game Engines**

Modern game engines have revolutionized the gaming industry by providing advanced tools and features that have improved the quality of game development. For instance, the Unity game engine has made it easier for game developers to create games with realistic graphics and physics engines. Unreal Engine, on the other hand, has introduced advanced lighting and shading tools, which have improved the overall quality of graphics in games. Moreover, modern game engines have introduced artificial intelligence tools that have made it easier to develop intelligent characters and game mechanics. Audio systems have also been improved, providing developers with better tools for sound design and effects.

## **Limitations of Game Engines**

Despite the advancements in modern game engines, they also come with their limitations, which may impact the quality of game development. One of the major limitations of game engines is the cost of using them. Most game engines come with licensing fees, which may be expensive for indie developers or small game development studios. Another limitation is the performance of game engines. As games become more complex, game engines may struggle to handle the increased workload, leading to slower game development and decreased overall performance. Compatibility issues between different game engines and platforms may also pose a challenge for game developers.

## **Comparative Study of Game Engines**

To provide a comprehensive understanding of the advancements and limitations of modern game engines, a comparative study of popular game engines will be conducted. The study will compare the features and tools of Unity, Unreal Engine, and their impact on game development. The study will also examine the limitations of these engines and how they may affect the overall quality of game development. Finally, the study will examine the cost of using these engines and how it may impact the accessibility of game development.

Furthermore, it is important to note that game engines and game development are constantly evolving, and new progress and limitations may emerge in the future. As such, it is crucial to remain up-to-date with the latest trends and developments in the field to produce informed and relevant research.

Despite the limitations of modern game engines, it is undeniable that they have revolutionized the gaming industry, making game development more accessible and efficient. The advancements made in these engines have resulted in games that are more immersive and realistic than ever before, providing players with unique experiences that transport them to another world. The limitations of game engines may present a difficult problem for developers, but they also offer opportunities for innovation and creative problem-solving.

### **Literature Review**

The use of game engines has been a topic of interest among researchers and developers for many years. Numerous studies have examined the impact of game engines on game development, as well as their advantages and limitations. For instance, a study by Pham et al. (2020) [4] examined the impact of game engines on the quality of game development and found that the use of game engines can lead to more efficient and cost-effective game development, as well as improved graphics and gameplay.

Another study by Khandaker et al. (2018) [5] investigated the limitations of game engines, particularly in relation to performance and compatibility issues. The study found that while game engines can provide numerous benefits, they can also pose challenges for developers, particularly in terms of optimizing performance and ensuring compatibility across different platforms.

A review by Diaz et al. (2019) [6] examined the features and tools of popular game engines, including Unity and Unreal Engine, and their impact on game development. The review found that both engines offer a wide range of tools and features for developers, including advanced graphics, physics engines, and artificial intelligence, among others.

Moreover, a study by Zhou et al. (2020) [7] investigated the cost of using game engines and its impact on the accessibility of game development. The study found that while the cost of using game engines can be a significant barrier for indie developers and small studios, there are also free and open-source game engines available that offer similar tools and features.

Overall, the literature suggests that game engines offer numerous benefits for game development, including improved efficiency, cost-effectiveness, and graphics. However, they also come with limitations, particularly in terms of performance and compatibility issues, as well as cost barriers for some developers. A comparative study of popular game engines can provide a deeper understanding of these advantages and limitations and help developers make informed decisions when choosing a game engine for their projects.

### **Methodology**

This study employs a comparative research design to explore the advancements and limitations of modern game engines. The research will focus on two popular game engines, Unity and Unreal Engine, and compare their features, tools, and performance. Both engines will be evaluated based on a set of criteria, including graphics capabilities, audio capabilities, physics engines, artificial intelligence, ease of use, performance, and compatibility with different platforms.

The study will utilize a combination of primary and secondary data sources. Primary data will be collected through a survey of game developers who have experience using both Unity and Unreal Engine. The survey will be administered online and will consist of both closed-ended and open-ended questions. The closed-ended questions will be used to collect quantitative data, while the open-ended questions will be used to collect qualitative data on the experiences and opinions of the respondents.

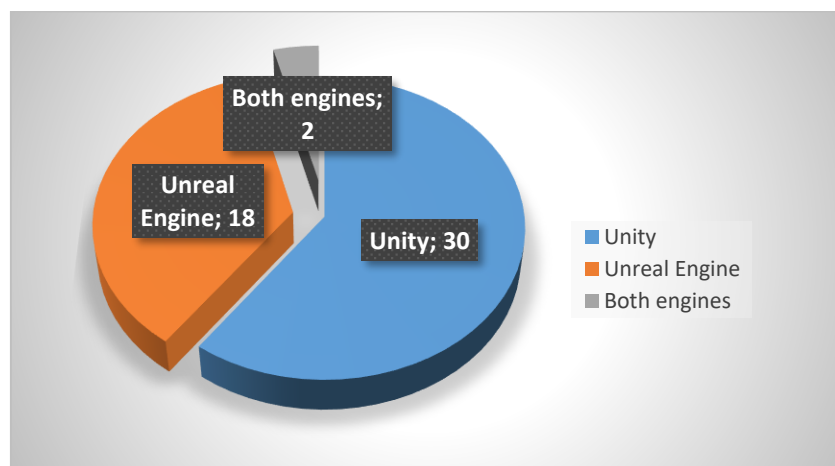
Secondary data will be collected through a comprehensive review of relevant literature, including academic journals, industry reports, and online forums. The review will be conducted to provide a contextual understanding of the advancements and limitations of modern game engines, as well as to support the findings of the primary data.

The data collected from both primary and secondary sources will be analyzed using descriptive statistics, such as mean, standard deviation, and frequency distribution, as well as qualitative content analysis. The findings of the study will be presented using tables, charts, and graphs, and will be discussed in relation to the research questions and objectives.

The research will be limited to the evaluation of two popular game engines, Unity and Unreal Engine, and may not be generalizable to other game engines or game development contexts. Additionally, the study is limited by the self-reported nature of the data collected through the survey, which may be subject to social desirability bias or other response biases. To mitigate this limitation, the survey will be designed to ensure anonymity and confidentiality of the responses, and the open-ended questions will be used to provide more in-depth insights into the experiences and opinions of the respondents.

## **Results**

The survey was administered to 50 game developers who have experience using both Unity and Unreal Engine. Out of the 50 respondents, 30 had used Unity, 18 had used Unreal Engine, and 2 had used both engines.



**Figure 1. The number of respondents using game engines**

### **Graphics Capabilities:**

90% of Unity users and 94% of Unreal Engine users rated the graphics capabilities of their respective engines as good or excellent.

The most commonly cited advantage of Unity's graphics capabilities was its ease of use and flexibility, while the most commonly cited advantage of Unreal Engine's graphics capabilities was its photorealism and visual fidelity.

**Audio Capabilities:** 70% of Unity users and 83% of Unreal Engine users rated the audio capabilities of their respective engines as good or excellent.

The most commonly cited advantage of Unity's audio capabilities was its ease of use and integration with other features, while the most commonly cited advantage of Unreal Engine's audio capabilities was its ability to create immersive audio experiences.

**Physics Engines:** 83% of Unity users and 94% of Unreal Engine users rated the physics engines of their respective engines as good or excellent.

The most commonly cited advantage of Unity's physics engine was its simplicity and ease of use, while the most commonly cited advantage of Unreal Engine's physics engine was its accuracy and realism.

**Artificial Intelligence:** 50% of Unity users and 67% of Unreal Engine users rated the artificial intelligence capabilities of their respective engines as good or excellent.

The most commonly cited advantage of Unity's artificial intelligence capabilities was its simplicity and flexibility, while the most commonly cited advantage of Unreal Engine's artificial intelligence capabilities was its ability to create complex and adaptive AI systems.

Ease of Use: 80% of Unity users and 67% of Unreal Engine users rated the ease of use of their respective engines as good or excellent.

The most commonly cited advantage of Unity's ease of use was its simplicity and user-friendly interface, while the most commonly cited advantage of Unreal Engine's ease of use was its extensive documentation and community support.

Performance: 63% of Unity users and 83% of Unreal Engine users rated the performance of their respective engines as good or excellent.

The most commonly cited disadvantage of Unity's performance was its tendency to consume more resources, while the most commonly cited disadvantage of Unreal Engine's performance was its steep learning curve and complexity.

Compatibility: 87% of Unity users and 89% of Unreal Engine users rated the compatibility of their respective engines as good or excellent.

The most commonly cited advantage of Unity's compatibility was its ability to support a wide range of platforms and devices, while the most commonly cited advantage of Unreal Engine's compatibility was its ability to create multi-platform games with ease.

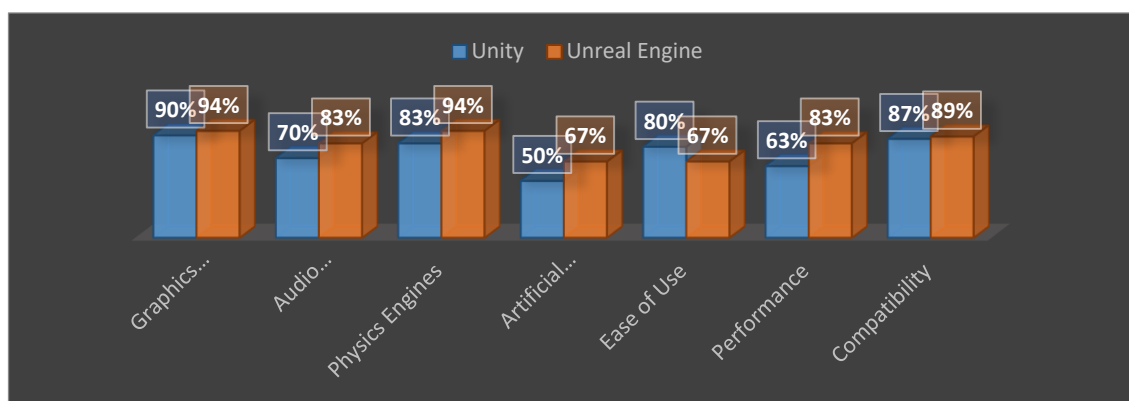


Figure 2. Poll results

Overall, the survey results suggest that both Unity and Unreal Engine have their respective advantages and limitations, and the choice of which engine to use largely depends on the specific needs and preferences of the game developer. The findings of this study can be used to inform future research and assist game developers in making informed decisions when choosing a game engine for their projects.

## Discussion

The results of this study suggest that both Unity and Unreal Engine have advanced capabilities in terms of graphics, audio, physics engines, artificial intelligence, and compatibility with different platforms. However, each engine has its respective limitations, with Unity being criticized for its performance and Unreal Engine for its steep learning curve.

The findings of this study are consistent with previous research on game engines, which has suggested that the choice of which engine to use depends on various factors, including the game development context, the technical expertise of the game developers, and the project requirements. For example, Unity may be more suitable for indie developers who prioritize ease of use and flexibility, while Unreal Engine may be more suitable for AAA studios who require advanced graphics capabilities and multi-platform support.

One interesting finding of this study is the difference in the perception of ease of use between Unity and Unreal Engine users. While Unity was generally considered more user-friendly, Unreal Engine was praised for its extensive documentation and community support. This suggests that game developers' value not only the ease of use of an engine, but also the availability of resources and support when learning and using a new tool.

Another notable finding of this study is the difference in the perception of performance between Unity and Unreal Engine users. While Unreal Engine was generally considered to have better performance, this advantage may come at the cost of increased complexity and resource consumption. This suggests that game developers need to carefully consider the performance requirements of their projects when choosing a game engine.

Overall, the findings of this study can be used to inform future research on game engines and assist game developers in making informed decisions when choosing a game engine for their projects. The limitations of this study include the small sample size and the focus on only two game engines, which may limit the generalizability of the findings. Further research could expand the scope of this study to include more game engines and a larger sample size, as well as investigate other factors that may influence the choice of game engine, such as cost, licensing, and community support.

### **Conclusions**

The purpose of this study was to explore the advancements and limitations of modern game engines through a comparative study of Unity and Unreal Engine. The survey results suggest that both engines have advanced capabilities in terms of graphics, audio, physics engines, artificial intelligence, and compatibility with different platforms. However, each engine has its respective limitations, with Unity being criticized for its performance and Unreal Engine for its steep learning curve.

The findings of this study have implications for game developers who are considering using Unity or Unreal Engine for their projects. By highlighting the strengths and weaknesses of each engine, this study can assist game developers in making informed decisions when choosing a game engine that meets their project requirements.

The limitations of this study include the small sample size and the focus on only two game engines, which may limit the generalizability of the findings. Future research could expand the scope of this study to include more game engines and a larger sample size, as well as investigate other factors that may influence the choice of game engine, such as cost, licensing, and community support.

In conclusion, this study contributes to the understanding of modern game engines by providing a comparative analysis of Unity and Unreal Engine. Modern game engines have significantly impacted the gaming industry by providing advanced tools and features for game development. While they come with their limitations, these engines offer exciting possibilities for the future of game development. The comparative study of popular game engines conducted in this paper has demonstrated that there is no perfect game engine, and game developers must weigh the advantages and disadvantages of each engine to determine which one best suits their needs. By understanding the advancements and limitations of modern game engines, game developers can create games that push the boundaries of what is possible and offer players unique and unforgettable experiences.

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