

Real-time content creation tools - Integrated development environments

Engines that incorporate IDEs, or Integrated Development Environments, are most helpful for new developers for the production phase of game development. They are generally inclusive of all the things that are necessary for programming, including compilers, debuggers and more.

So the IDE I use mostly in creating my videos for the educational content is the integration that Unity has with Visual Studio, which makes it really easy for students to learn how to code as well as to problem solve and debug their projects.

Unity, at least for me, has been very helpful in being able to track down an issue. Sometimes it could be connecting your mobile phone to Unity so you can see where GPU usage is happening, or where memory utilization is changing, to just track down where something could be going wrong.