

# UE4/VR

## Framework requirements

- VR support
- Multiplatform
- Future proof
- Performance (4k@30FPS, VR - 2x 2K @ 90FPS)
- Support
- Capable of highly realistic rendering
- One click compilation

## App requirements

- Two clicks installation
- Multiuser
- Experiment agnostic
  - Event data access API
  - Geomodel data access API

## Good

- Open source
- Free for educational purposes
- Great support, documentation, large community, very frequent updates, new features
- All platforms (windows, linux, mac, iOS, android, xbox, sony ps, web)
- Extreme performance
- VR support
- Multiplayer support
- Nice separation of programming and designing work
- Very steep learning curve (good thing)
- The only limitation to how you product looks is your design skill
- Powerful menu design features

## Bad

- Somewhat buggy github support
- Mac laptops with Intel Iris GPU have problem with some shaders