Project Name: Brick-Breach

Core Team Members: Barron Botts, Jalyn DeJesus

Hardware:

* Intel i5 or higher
* 2.0 Ghz ROM
* 64-bit

Software Package:

* Unity – 2018.3.2f1 (b3c100a4b73a)

Assets:

* All assets used will be available on GitHub.

Documentation:

Notes on the purpose of certain functions or arrays in C# files of Unity are optional. Notes on problems encountered and their solutions in the Discord server are preferred. Notes (Such as bugfixes) are to be reported in GitHub.

Version Control:

We will use GitHub as much as possible to use for its organizational aspects. It cannot be used to read the file changes, without a subscription. We will have to manually keep it up to date by branching and utilizing Pull Requests.

🡪 https://github.com/Asekelo/Brick-Breach/Invitations

Our regular saving protocol should involve

1. Saving the file

2. Compressing it

3. Then uploading to GitHub

4. Then updating the to-do list cards

Communication means:

* Discord - https://discord.gg/m6e3BBd