Pros and cons of using unity as a collaborative virtual environment.

Pros:

Very versatile Development environment.

Easy to code UI

Can code functionality in for multiplayer.

Using C# is the team’s best language.

Cons:

Would have to code from scratch.

Need to be able to have a constant server with a version of the programme always running.

Unity is for making games not CVE’s

Require time to learn how to create from scratch an CVE.

The team could potentially make a game that is used as a CVE to created other games. The team has become adept at using unity as a Development environment which would make it easier in theory for them to create an environment that could be connected to a server and then used from there. We would however have to set it up like a multiplayer game and create a login system from scratch to suit our needs. The game would then have to have the ability to access different functionality like going online and accessing GitHub for scripts and assets.