

Æon Chronicles

Team Epsilon

January 26, 2017

Colorado School of Mines

TEAM
EPSILON **Ε**

Overview

Technical Details

The Team Epsilon development team will use the following tools to build *Æon Chronicles*:

- **GameMaker** game engine
- **Photoshop** for creating electronic artwork
- **Visual Studio** for implementing game physics and other complex logic

The team will use **Game Maker Language** and **C++** for the game code.

Team Responsibilities

- Caleb:
- David:
- Jacob:
- Robbie:
- Sumner: