Ontwikkelomgeving - Gameproject

**PC:**

* **Merk**: Lenovo
* **Model**: IdeaPad 5 (82LM)
* **Processor**: AMD Ryzen 7 5700U met Radeon Graphics (8 cores, 16 threads, base 1.8 GHz)
* **RAM**: 16 GB
* **Opslag**: Samsung NVMe SSD (C: schijf) – total ~475GB, vrije ruimte ~48 GB

**Besturingssysteem:**

* **Windows-versie:** Windows 11 Home (Build 22631, versie 10.0.22631)

**Gebruikte software:**

* **Game Engine**: Unity 2022.3.18f1 (LTS)
* **Programmeertaal**: C#
* **Code-editor**: Visual Studio Code met Unity plug-in
* **Versiebeheer**: Git (met GitHub)
* **Overige tools**:

Unity Asset Store (voor assets)

* **Game Engine:**

Unity

**Projectinstellingen:**

* **Render Pipeline (Template):** Built-in 2D Core
* **Build Target:** PC, Mac & Linux Standalone (Windows)