Hack and Slash Adventure Video Game

Evaldas Cesna X00112310

**Technology:**   
  
Unity - A game development platform that will be used to make the game in C#  
  
SQLite - Used as a small database for the game

Photoshop - Good for making art assets

Bfxr - Can be used for making unique sounds for the game  
  
**Description:**

My project idea is to develop a Hack and Slash Adventure Game in the Unity Engine, It will have online multiplayer which will use a in Unity server for connecting players. It will be cross-platform between Windows PC and Android. The SQL database will store some of the user information like the players items and gear and other statistics and account information.

The art assets will be created in Photoshop but some will be taken from an asset store and the sounds for the game will be made using Bfxr and any music will just be open source music.