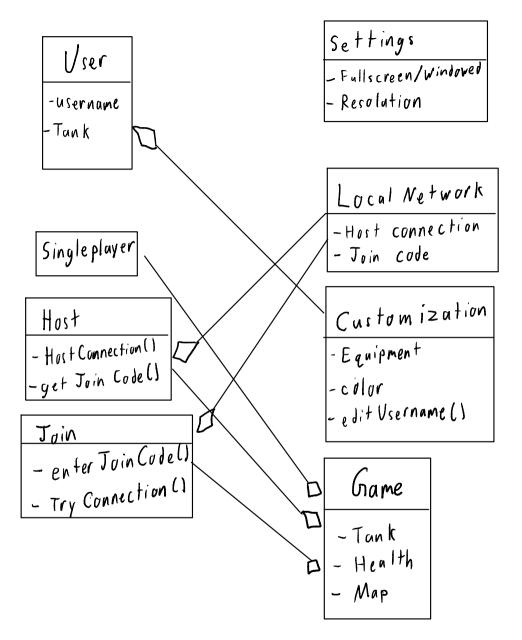
We will be using Unity game engine to build our game which uses C# for it's programming language. We all have varying levels of familiarity with C#, so we are learning the language and learning about all the tools built into the Unity engine.



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Week 1-2:

- Begin Planning
- Learn Unity Engine and C#
- Come up with a prototype for the presentation

Week 2-4:

- Begin work on the prototype and build the base map
- Set up the homepage

Week 4:

- Have prototype ready for presentation
- Have notes for the important talking points of our game.

ID	Name	Nov, 2022				Dec, 2022			
		07 Nov	13 Nov	20 Nov	27 N	lov	04 Dec	11 Dec	18 Dec
1	Learn Unity and C#								
2	Prototype Ideas								
3	Building The Prototype (First Iteration)								
4	Final Prototype								
5	Build the basic Home Page								
6	Prepare for the Presentation								