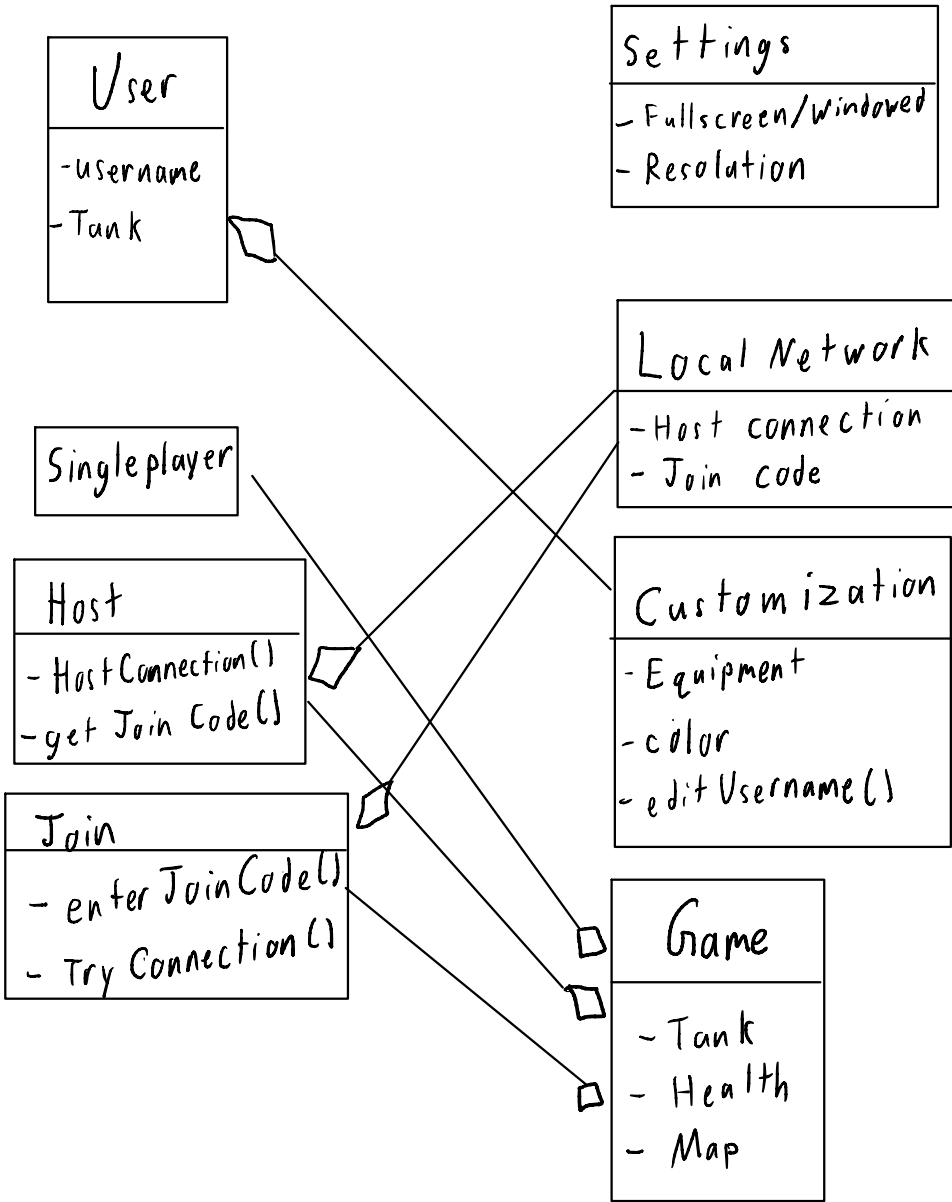
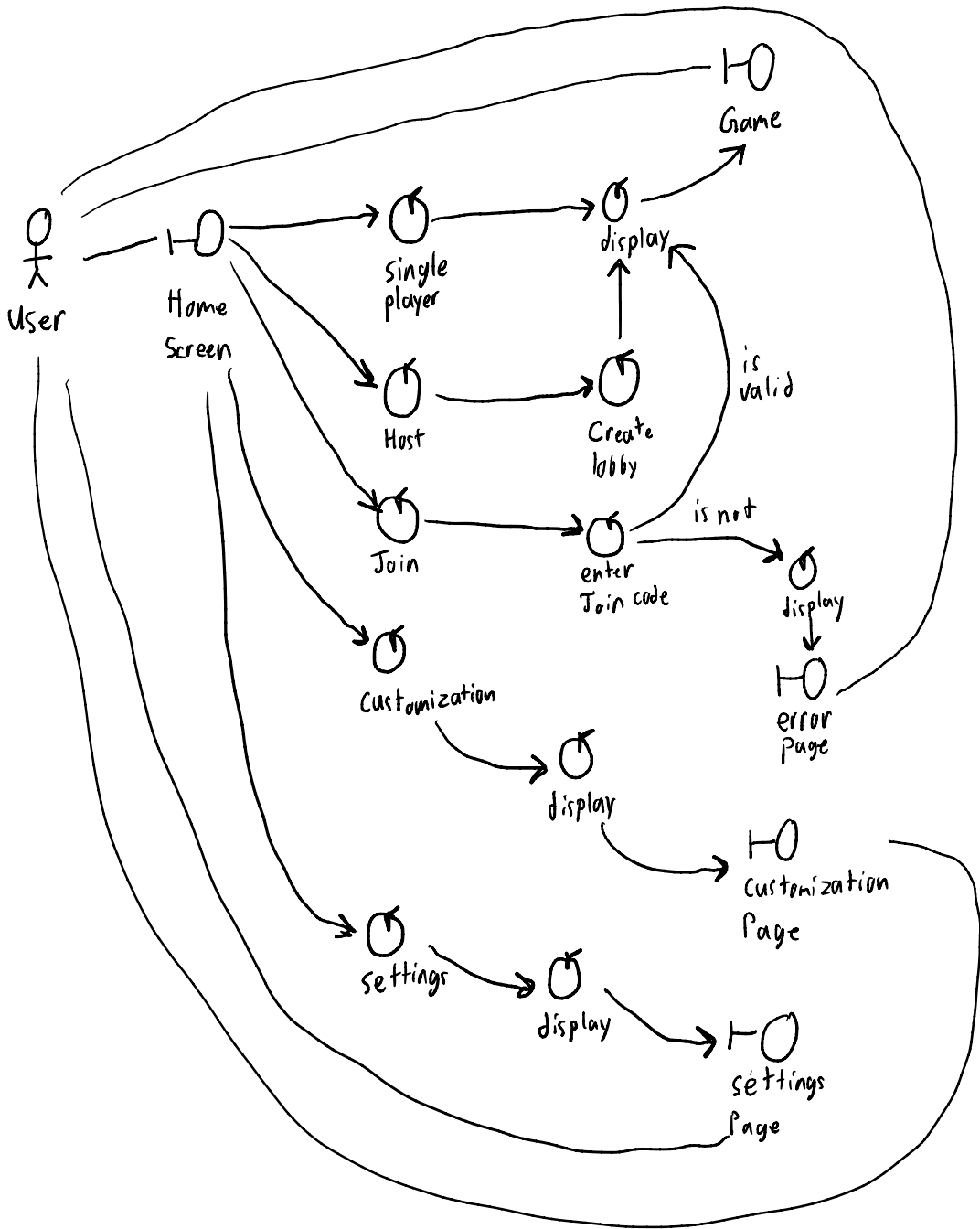
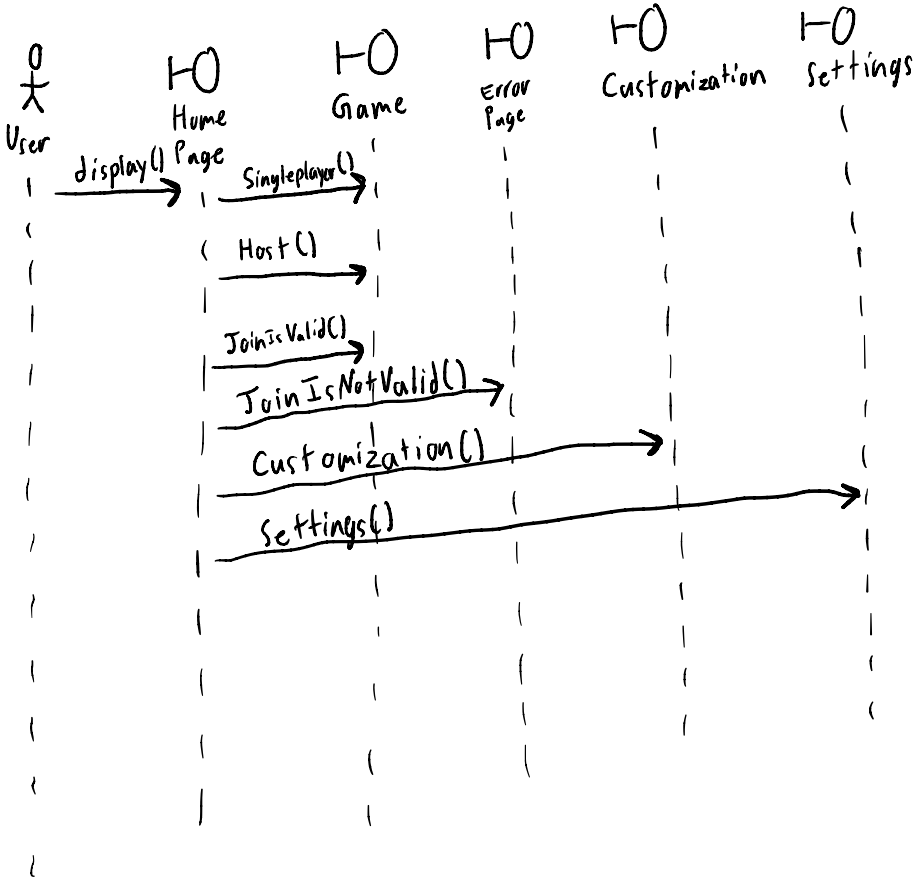


We will be using Unity game engine to build our game which uses C# for its programming language. We all have varying levels of familiarity with C#, so we are learning the language and learning about all the tools built into the Unity engine.







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 Nov | 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 | | | | | | | |

