# Assessment task 2

## Technology inventory

You must include **all** hardware and software technologies likely to be required.

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| --- | --- | --- | --- |
| **Hardware** | | **Software** | |
| **1** | Console, Xbox, PlayStation, pc, steam deck, Nentendo switch. | **1** | Game engines, unity, Unreal, O3DE |
| **2** | Controller, switch deck controller, keyboard + mouse | **2** | Script languages, C#, C++, python, Java |
| **3** | Physical Copy of the Game | **3** | Game design software, blender, maya, digital copy of the game. |
|  | 5 separate computers each with at minimum the recommended specifications to run unity. |  | Unity as a game engine. |
|  | A router with internet and ethernet |  | discord for communication purposes. Applications/Websites to download software’s in order to create games/models |
|  | Mobile (Samsung, Apple etc) |  | Calander app for scheduling. |
|  | Mouse |  | Launcher |
|  | laptops |  | Testing |
|  | Charger |  | Special software apps |