# 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 | **1** | Game engines |
| **2** | Controller | **2** | Script languages |
| **3** | Physical Copy of the Game | **3** | Game design software |
|  | 5 separate computers each with at minimum the recommended specifications to run unity. |  | Unity as a game engine. |
|  | A router with internet. |  | discord for communication purposes. |
|  | mobile |  | Calander app for scheduling. |
|  | mouse |  | launcher |
|  |  |  | testing |
|  |  |  |  |



