Batteries Not Included

Technical Design Document

Game Engine:

Unity

Language:

Scripting using C#

Memory Management:

Unity built-in garbage collection

Networking:

No networking

Database:

Notepad \*.txt files

State Machine:

Internal: code based

External: Notepad \*.txt files

Physics:

Unity built-in physics engine, with extra modifications through code

Pathing:

Node-based waypoints

Balance:

Unit statistic comparison