Assignment

1.

Based on the game that you have already made and the experience of working on this project:

What tool would you make that would make the workflow easier to develop this game?

2.

Based on the material in the presentations and the exercises:

Implement this tool, so it's possible to present this tool to the rest of the class.

3.

In your presentation, you should answer these questions:

- **Why did you choose to implement this tool?**
- **How is this tool going to improve the workflow in the development of the game?**
- **What have you done in order to make the Interface of the tool as intuitive as possible?**