Do we want to use something like Trello to manage feature development?

[Trello](https://trello.com/?aceid=&adposition=1t1&adgroup=45883604321&campaign=817711909&creative=230348617880&device=c&keyword=trello&matchtype=e&network=g&placement=&ds_kids=p20478354863&gclid=CjwKCAiAnabTBRA6EiwAemvBdwBTWB5mnAvlmtcchrxc4uyPVSOYi3h2Zax4qCQWuEZ59GiLgoRbWxoC7uwQAvD_BwE&gclsrc=aw.ds)

Yes, Has anyone made one yet?

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More implementation ideas:

Waves of zombies attack the camp.

Start off with a high preparation timer

As number of survivors increase, preparation timer decreases, more zombies attack

[Github](https://github.com/Le6790/CS3450ProjectSalvos)

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Unreal Engine 4 seems like the way to go.

[Forum Tutorial on Building an RTS Game](https://forums.unrealengine.com/community/community-content-tools-and-tutorials/47756-road-to-a-full-rts-game)

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Find a game engine we can use.

Massive list of every known one:

<https://en.wikipedia.org/wiki/List_of_game_engines>

2D ones I found that are free:

[KiwiJS](http://www.kiwijs.org/)

[Haxeflixel](http://haxeflixel.com/documentation/about/)

3D ones for use:

[Unity](https://unity3d.com/)

[Unreal](https://www.unrealengine.com/en-US/what-is-unreal-engine-4)

I think we should use Unity or Unreal since they are pretty popular and have a lot of documentation/examples -Kent