Development logs are currently a work in progress. This page will contain more information in the near future.

As a quick description, *Alien Evolution* is my first attempt at game development. This is mainly meant to be a learning experience as I wanted to challenge myself to create a full video game. The game is currently being developed through the game engine Unity and coded through C#.

The game also contains custom models, meshes, and animations.

The main skills I have learned/improved on while creating this game are:
- C# - game is coded in C#
- Artificial Intelligence - enemy bots that exhibit some level of intelligence
- Server/Client handling - allows for multiplayer
- 3D Modeling - all models in the game are custom
- Optimization - code must be optimized to allow for smooth experience for the player

As I mentioned before, this short description acts as a placeholder for now. Once I get a little further into development, I will create more of an official description with images/videos from the game.