

1 Technology and tools

1.1 Engine



Unity 5.4.1f1 Personal is the main engine of Project-Scopes. Personal license provides full-featured Unity version free to use for private and commercial projects as long as the revenue is less than 100,000\$. Unity's Scripting API allows to use programming languages such as Javascript and C#. The programming language for Project-Scopes scripts is **C#**. Scripts can be created in **MonoDevelop**, the *integrated development environment* (IDE) supplied with Unity, or other free licensed editor. MonoDevelop combines the familiar operation of a text editor with additional features for debugging and other project management tasks.

1.2 Version control



Git is the main version control system of Project-Scopes. It is free and open source distributed. All versioned files of the ProjectScopes are stored in free and public remote repository on **GitHub**. The main tool for verification and reviewing of committed changes is **GerritHub** integrated with GitHub.

1.3 Documentation

1.3.1 Project Documentation



LaTeX is a document preparation system in which the technical documentation of Project-Scopes is created. LaTeX is distributed as part of many TeX implementations. To create and edit LaTeX documents the TeX editor is necessary. For the Project-Scopes it is recommended to use **MiKTeX**, the free and open source distribution of LaTeX. For documents editing it is recommended to use **Texmaker**, the free and GNU General Public Licensed LaTeX editor.

1.3.2 Code Documentation



Doxygen is the tool for generating documentation from annotated C# sources. It is distributed under the terms of the GNU General Public License. for the Project-Scopes it is recommended to use LaTeX output.

1.4 Project Management



Taiga is a project management platform for Project-Scopes. Project is created on Taiga.io servers which allows to create one private project and no limited public projects.