



**University Of Plymouth**  
**School of Engineering,**  
**Computing, and Mathematics**

# **A Co-Operation Level Editor**

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## **Acknowledgements**

## **Abstract**

## **Extra**

Word Count:

Code Link:

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# **1 introduction ; TODO LOOK AT SOFTWAREDESIGN DOC IN REPO;**

## **1.1 Background**

## **1.2 Objectives**

## **1.3 Deliverables**

# **2 Legal, Social, Ethical and Professional Issues**

# **3 Method Of Approach**

## **3.1 technologies**

### **3.1.1 C#**

### **3.1.2 unity**

### **3.1.3 Libraries**

importing GLB objects

parsing YAML

### **3.1.4 Co-Operation game**

### **3.1.5 github**

## **3.2 non-functional requirements**

## **3.3 functional requirements**

## **3.4 UML**

### **3.4.1 classes**

### **3.4.2 control flow**

# **4 project managment**

# **5 Preperation**

## **5.1 previous attempts**

# **6 implementation**

own performance). • Was your experience in line with what might have been expected given the body of knowledge within the literature? • To what extent does the above cause you to reconsider the choices that you made in relation to the given aspect?

## **8 Conclusion**

It is a brief summary of the project and its achievements. Therefore, you should relist your project's objectives and critically (and ruthlessly) evaluate whether you met the objectives

### **8.1 further Work**