**Technical Design Document**

Escapism

**Engine/3rd Party Libraries**

Escapism is being developed in Unity 2017.3.0f3 with the SteamVR Plugin obtained from the asset store and the VRTK Plugin obtained from its Github Repository.

**Platform**

Escapism is available to play on Windows with a HTC Vive VR Setup.

**Game Development**

Unity is the game engine being used to develop the game, with code written using the C# Programming language. To enable multiple people to work on the project at different locations we are using a Github Repository to manage the project.

**UML Diagram**

TBC

**Art Technical Requirements**

3D Models used within the game are of the FBX format.