**Game Engine**Das Beste will use Panda3D as the primary game engine for development of P.I.R.A.T.E.S. Panda3D offers simplicity, a huge active community, allows for greater use of graphics API, compared to competing game engines, and is open source. We will be programming the game in Python because of its simplicity, readability, and its large standard library in Panda3D, compared to C++.

**Operating System**The game will be compiled on Windows 7 64bit and Windows 7 32bit.

**Art**Das Beste will create the 3D models using various version of Maya. This is because we are all simply familiar and know how to use Maya fairly well. However, in the case that Maya doesn’t manage to meet our demands, some members might create the 3D models in Blender. For the 2D images, such as user interfaces and dialogue boxes, Das Beste will use Inkscape, GIMP, Microsoft Paint and Adobe Photoshop. Inkscape will be used for creating the 2D art assets, while GIMP, Microsoft Paint, and Adobe Photoshop will be used to manipulate the assets. In order to get the models to work in Panda3D, we will use the Egg exporters and plugins for Blender and Maya respectively.

**Sound**Das Beste will use Audacity to edit sound files and LMMS to create and mix sound files and music. Das Beste believes Audacity is the best tool available to record sounds and add a touch of editing. In terms of creating and mix sound files and music, Das Beste believes LMMS would provide a good open-source alternative to FL Studio (formerly Fruity Loops).