

Communication

We will program in the language c# and use the programming environment unity. To exchange the different files, we use GitHub to publish our game files for us. The only thing the others will have to do is pull the files from the server or push them on the server.

In order to let everyone, know what to do we use Microsoft To Do We created a list for every type (Developer, Designer, Sound creator) so that we will be able to know what we have to do next. If someone has a question, we can contact us per Discord or WhatsApp we have our own Discord Server and WhatsApp Group.

We save the file on our local repository and GitHub.