**Game 201T: Design Challenge Analysis Questions**

1. Based on the technologies / software you listed in Question 3 of the Design Challenge’s Research Exercise, which of these technologies / software do you think will be most useful for the game you are prototyping as part of your final project?  
   Unity
2. **(50 words)** What is the cost of using this technology / software? How much money does it cost; how time will you need to spend learning it? Are there any other resources you it requires?

Unity is an open source engine and is free to use for non commercial ventures. However, Unity requires a percent of money made from games using its engine. Since I am taking a class on learning Unity, I will not need to spend time learning the engine as I will already get experience from the class. The only other required resource for Unity is a coding IDE. I am using VisualStudio since it has a large array of tools to assist programmers understand where certain code comes from in the library.

1. **(50 words)** Are there any alternatives or competitors to this technology / software? Why did you choose it over the alternatives?

Some alternatives to Unity are Gadot and Unreal. I chose Unity since I have prior experience and I am more familiar with the language it uses. I would have to learn Gadot or Unreal as well as produce the game. The other factor was that the premade section of my project is only available on Unity.

1. List three ways that this technology will benefit your project.   
   1. Can be played at the expo
   2. Can be created through an iterative design process of repeated testing
   3. Can be used in future projects in the engine and gives me experience
2. List three ways that using this technology / software might hamper or complicate your project.  
   1. Can be too close to the game; not being able to test without bias
   2. Programming can be frustrating and require extensive research to fix issues
   3. May not run on every computer and will need to have a robust computer to create the game on
3. **(50 words)** How do you plan on addressing or compensating for the limitations you listed in Step 5?

I plan on using family and friends to help with making sure the game is interesting as a demo and is interesting to play. I can use forums and other information sites to help with coding issues and find solutions to any coding problems I encounter. I plan on using my laptop that was made for gaming and design work that can handle high volume CPU tasks and has a strong GPU for graphical operations.