**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?
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?

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

1. List three ways that this technology will benefit your project.
2. List three ways that using this technology / software might hamper or complicate your project.
3. **(50 words)** How do you plan on addressing or compensating for the limitations you listed in Step 5?