# Tools and Tech

# Tools

Unity: >= v2018.3.14f1

Visual Studio 2019 or Visual Code

Unity Cloud Build (CI/CD) or Git or BitBucket or Azure Dev Ops

# Tech – Packages

Json for net

Wall Prefab (custom prefab)

Camera Shaders – tons to choose from

Lighting Shaders – tons to choose from

DoozyUI

Unity Unit Testing

# Functionality

A picture is worth a thousand words

A screenshot of a cell phone

Description automatically generated