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What are you doing?

I am making a platformer game.

How are you doing it?

I am coding it in C# through Unity.

What problems/hardships do you foresee?

It will probably be challenging to get some things to work, such as sounds, menus, enemies, etc.

How are you going to get around those problems?

I will look it up if I need help, and if I can’t find it I will ask for help.