**Tools and Technologies**

For this project, we use Unity, C# and Adobe Illustrator CC 2019.

* Unity and C# are for making and coding the game.
* AI is for creating arts of the game.

Our team members don’t have any experience working with the tools in our list. As we only have a short amount of time to finish this project, we have to learn about these tools and make the project at the same time or else we won’t make it on time, and it was desperately struggling to us. Sooner or later we will have to study about these eventually, so this is a good occasion for us to get started. Although what we have learnt and done is not much, it’s our blood, sweat and tears.

I believe that tools we use don’t require software licenses, the only license we need is that we have to purchase them.

We also need a Wacom tablet in order to draw art for our game.