Written Doc on our Architecture

The reason we chose Unity to build our project is that it is very simple to learn and has everything we need to create a game. Unity has a very easy learning curve compared to other options such as using Python or other game engines. Unity also contains a lot of resources online to help us through our process and sprints. Lastly, Unity is very good for small teams because of the ease of use with GitHub. Using Unity, we created a top-down shooter. We chose to use a pixelated style because it is very simple and doesn’t take much to create a player and enemies. Using these sprites that we obtained from open source, we used them to create animations for our game. We also implemented procedural generation using Perlin noise to help create an infinite map. We believe that using Unity was definitely the right choice for our game.