Working title

2-3 objectives / aims of your project

Basic system architecture i.e technology platform & language

Title of project: Alexandra’s game.

Project objectives:

* To develop a game in unity.
* Research game development techniques and state of the art in gaming.
* Produce a literature review on the relevant topics.
* Save game state. Networking.

System architecture: Unity. C#.

Ksnnag

Comp08011