Software development structure: Agile with some prototyping.

Since we are working with the Unity 3D we are working with a program that not all of us are 100% familiar with. For this reason we will need to constantly test and make changes as we reach milestones and run into issues. Prototyping models for our game and testing these prototypes will help as avoid as many errors as we can. The Agile method will help us fluidly make changes and still keep on track.

Our breakdown of the project comes down to four things:

* backend to run the framework of the game and control the environment,
* level design for the mazes
* front end UI for the player to computer interface
* 3D object modeling to be used in sync with the backend of the game

Each one of these will require changes and prototypes as the project progresses. Each phase will require testing before they move on to other steps that depend on it such as integration. After these four things are concluded will be major tests for builds on different platforms to determine what will be the best platform and control schematic for the game so that the user maximizes their payer experience.

On Another page is a gant chart of the software development life cycle.