# Final Development

It’s final game development time!

You have a working prototype and invaluable feedback from peers who have actually played your game. Now is the time to finish developing it!

Remember, this is your first game, so don’t expect it to be perfect. Your goal is to have a simple, working version that addresses the project requirements and the four good game elements.

Continue to break your development into concrete pieces, and focus on one at a time. For example, are you adding more details to your environment? List out the specific small tasks needed to be done and work your way through them.

1. Name of your Unity project:
2. What were the major changes you made to your prototype game in this final step?