**FINAL PROJECT CFGS**

**Game for Microsoft Hololens**

-The game to be developed for the Hololens Mircrosoft Plataform isn`t yet defined

-Technologies to use:

-Unity

-C Sharp

-Microsoft Mixed Reality

-Tools to use:

-Visual Studio 2017

-Unity 5.6

-Microsoft Hololens emulator

-Vuforia SDK (Holographics apps)