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**Teyke Toolkit**

Teyke Toolkit is an extension for the Unity editor. It is designed to fill the same niche that the Warcraft III map editor filled in its day; namely the easy creation of games that all fall into or derive from, at their most basic, the RTS genre. It will provide users a way to quickly flesh out parts of their game like units, tech-trees, abilities, attacks, and of course, the map itself. The beauty of this project being an extension for Unity is that it will not limit developers in what they want to do like the Warcraft III map editor did, because they will have access to all of the resources that Unity already offers, and not depend on a single platform to deploy it.