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Journal

In Milestone 1I have help my group members identify the various use which need to be including for the system and System requirementsIn Milestone 2:

Contributions:

- User requirements
- System requirements

Experience: Finding the correct user and system requirement which groups member agreed could have been challenges. Also, the time in which the projects needed to be completing was also taken into consideration.

Milestone 2:

Contributions:

- Architecture – We decide to use the Unity game engine with the C# programming language.
- Sequence Design

Experience: It was a bit challenges to find the correct technology to build the Project. We considered using pyGame, Unreal Engine for the project. We decided to use Unity because of its feature set simplicity compared to other game engines.