**Feasibility Study**

* **Operational Study**

We are designing the game to have at least one quadrant of the map, that is, one entire section of the game, complete and playable by the deadline. After we finish designing and coding (this includes player movement, item pick-ups, enemies, music, etc.), we will work on the other quadrants of the game.

* **Technical Feasibility**

Our team has minimal experience, but access to enough resources to complete this project. Everyone has the hardware capabilities as well. The game is simple enough for a novice team of programmers to complete, given our set of skills, but challenging enough to take the allotted time given to us. The game, once completed will only be playable by systems with access to the Unity engine.

* **Economic Feasibility**