**COMMUNIST PROGRAMMER’S PARTY**

Project Digitalization

**Project Tech Stack**

**Unity**

Unity is a powerful and versatile game development engine that enables creators to bring their ideas to life. With its intuitive interface and extensive feature set, Unity has become a go-to platform for both indie developers and large studios alike. From 2D mobile games to immersive 3D experiences, Unity provides the tools necessary to craft engaging interactive content across various platforms.

Note that Project Digitalization will be using Unity 6 for the development of the technical demo. However, Unity 6 will be released on October 17, 2024, so the Unity 6 Preview will do for the development of some of the essential game objects like the player and the enemies ahead of the official release of Unity 6.

Other aspects of the game will only begin production once Unity 6 has officially been released. Aspects such as the levels, environment design, story, main quests and side quests, and more are covered in this section.

**Visual Studio Code**

Visual Studio Code (also known as VS Code) is a lightweight, yet powerful code editor developed by Microsoft. It has gained immense popularity among developers due to its speed, extensibility, and rich ecosystem of extensions. Visual Studio Code supports a wide range of programming languages and frameworks, making it an ideal choice for various development tasks, from web development to data science.

**Git**

Git is a distributed version control system that has become an essential tool for software development and collaboration. Created by Linus Torvalds in 2005, Git allows developers to track changes in their code, manage different versions, and collaborate seamlessly with team members. Its distributed nature means that each developer has a full copy of the project’s history, enabling offline work and providing a robust backup system.

**GitHub Desktop**

GitHub Desktop is a user-friendly application that simplifies the process of working with Git and GitHub. Developed by GitHub, this graphical interface tool provides an intuitive way to manage repositories, commit changes, and collaborate with others without the need for command-line operations. It’s particularly useful for those new to version control or developer who prefer a visual approach to managing their projects.

It serves as an excellent bridge between the powerful capabilities of Git and the collaborative features of GitHub, making version control more accessible to a wider range of users.

**Microsoft 365**

Microsoft 365 is a comprehensive, cloud-based productivity platform designed to help individuals and organizations achieve more. It combines the latest Office applications, such as Word, Excel, PowerPoint, and Outlook, with powerful cloud services like OneDrive and Microsoft Teams, enabling seamless collaboration and communication from virtually anywhere.

All documents related to Project Digitalization will be made with Word, PowerPoint, and Excel, and will be stored in Microsoft OneDrive.

**Blender**

Blender is a free and open-source 3D creation suite that has revolutionized the world of 3D modeling, animation, and rendering. With its comprehensive toolset and active community, Blender has become a favorite among artists, designers, and even game developers. From creating detailed 3D models to producing stunning visual effects, Blender offers a robust platform for bringing creative visions to life.

**FL Studio**

FL Studio, also known as Fruity Loops Studio, is a digital audio workstation (DAW) developed by Image-Line that has become a staple in music production. Known for its intuitive interface and powerful features, FL Studio caters to both beginners and professional musicians. The software offers a comprehensive suite of tools for composing, arranging, recording, editing, mixing, and mastering high-quality music.

A pirated copy of FL Studio will be used to produce the technical demo of Project Digitalization. The Producer’s Edition will be purchased at the end of the project development cycle.