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Unity

# Introduction

## Brief

This second methodology will document my learning when it comes to deploying and production a game to be posted on a website. The game is in a complete state but needs much more polish and testing to be ready for deployment.

Like before many things will be changed in the introduction as I learn new information and end up adding it to the overall methodology. Each heading under the instruction will try an summarize my goals as they evolve with each section.

Static levels should be the initial priority, but the following methodology should delve into procedural generation of levels.

# UI Development

# References

**There are no sources in the current document.**