**Video Game Project AT03**

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**Pre-Production**

**Version Control**

For version control software I have chosen to use GitKraken, it will be used to save and transfer files, it will also be used to manage version control for the project.

<https://github.com/mooza99088/Retake-Intro-to-Game-Design-AT03>

**Management Software**

I will be using HacknPlan to schedule and monitor tasks throughout the project including programming, level design and creation, character design and more. I will also use it to plan weekly sprints to stay on schedule.

**File Quality**

**Audio files**

**Sprites**

**ENGINE COMPARISON**

**Unity.**

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| **PROS** | **CONS** |
| Less of a learning curve. | Not good for large projects |
| more versatile in the types of games you can make. | does not come with a full toolset |
| uses C# which is easier to learn. | Worse graphics engine |

**Unreal Engine**

|  |  |
| --- | --- |
| **PROS** | **CONS** |
| Better graphics engine | Steep learning curve. |
| Come with a full toolset | Does not work well for making all types of games |
| Better for making 3D games | Uses C++ |

**Godot**

|  |  |
| --- | --- |
| **PROS** | **CONS** |
| simple user interface | newer so less developed |
| node system | weaker graphics |
| supports 2D and 3D games | does not support console games |