**Ontwikkelomgeving - Gameproject**

**Computer**

* **Merk**: Apple
* **Model**: Macbook Pro
* **Processor**: Apple m3 pro
* **RAM**: 18 GB
* **Opslag**: 512 GB SSD

**Besturingssysteem**

* MacOs Sonoma 14.3

**Gebruikte software**

* **Game Engine**: Unity 2022.3 LTS
* **Programmeertaal**: C#
* **Code-editor**: Visual Studio 2022 Community Edition
* **Versiebeheer**: Git (met GitHub)
* **Overige tools**:
  + Unity Asset Store (voor assets)
* **Game Enginge:** Unity