# Chapter 3

## Development

The development of the application was created first from Adobe XD as stated previously, since I was more experienced in that field than in Unity, due to the overall project needing Unity to style, develop and create the game, this was a key application to explore and therefore grow in this field. With more time in researching how the game engine worked, the application would have fully grown more, than it did during the project.

### 3.1 Unity

In Figure 3.1, the reason behind using Unity as explained through the literature review, this application was chosen and is currently being used for the application in the project and after as it is the easiest and most widely accessible platforms for create an eLearning application/game. With the design of this scale, full development was created on Adobe XD and then using the prototype section, this was used to create the development section in Unity. Due to a lack of experience with Unity, more help was needed to find exactly how to create the application and ensured that it worked as intended.