**Професионална гимназия**

**за кюмпютърно програмиране**

**и иновации**

Adventure Quest

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# Objective

Our main objective was to make a game that could look fancy like in the 8bit and 64bit era. We added the most typical things in our game. You start with your own hero looking for adventures that has many enemies onwards.

# Work management

Everybody in the team had its personal task and if someone has difficulties doing it, someone assists them or leave that task and starts a new one.

1. Used programs

* Unity (That includes C#)
* Visual Studio Code (That includes HTML and CSS)
* Discord (for communication)

1. Conclusion

In conclusion we made a simple game that doesn’t have much content, but it has potential to be a simple 2d game.