**Programming Style and Member Roles**

The software engineering style we will be adapting for this project is the Agile method. We are not following a rigid set of goals for the project. Our method of agile is feature driven, we are trying to get as many features functioning as possible then build the environment and terrain around the features. This allows us to have all our assets scripted and ready to be dropped into any scene we need for the game. Because our group is small we are doing the same role, which is everything. Brandon and I are both programming, scripting, modeling and doing paper work. The amount of work will be split evenly between both of us so the load does not become too much for one person. The technology we will be using for this project is Unity. We needed a strong engine that could do 3D assets and animations and unity is one of the few “free” engines that can do that. All the assets for the project will be custom built or downloaded for free from Unities assets store.