IDE DOCUMENT

(Integrated development environment)

# 

# HARDWARE

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| **NAAM** | **SPECIFICATIES** |
| *Hp zbook 15 G2* | *Cpu: Intel® Core™ i7-4910MQ CPU @2.90GHz*  *Ram: 32B DDR3 Dual channel*  *GPU0 0: Intel(R) HD Graphics 4600 GPU 1: NVIDIA Quadro K2100M Disck 0: SanDisck SD7SB2Q-512G-1006 Connection: Intel(R) Ethernet Connection I217-LM*  *OS: Windows 10 22h2* |
| *Logitech G502 Hero* | [*Logitech website for specs*](https://www.logitechg.com/en-us/products/gaming-mice/g502-hero-gaming-mouse.910-005469.html) |
| *Trust GXT 863 mazz mechanical keyboard* | [*Thrust website for specs*](https://www.trust.com/en/product/24200-gxt-863-mazz-mechanical-keyboard#product-specifications) |
| *Waccom intuos M* | [*Wacom website for specs*](https://www.wacom.com/en-us/products/pen-tablets/wacom-intuos#Specifications) |

# PROGRAMMING EN VERSIEBEHEER SOFTWARE

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| **NAAM** | **VERSIE** | **ROL** | **WAAROM?** |
| *Git* | *2.47.1.windows.1* | *version management* | *Manage different versions of the program. And also get them from github* |
| *Lazygit* | *0.44.1* | *Visualize git in terminal* | *Visualize all change before committing to github.com* |
| *Visual Studio* | *17.12.3* | *Ide to write the C# scripts.* | *It has built in support for writing C# code.* |
| *Unity* | *2022.3.45f1* | *Game Engine* | *Easy to use game engine.* |
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# DESIGN SOFTWARE

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| **NAAM** | **VERSIE** | **ROL** | **WAAROM?** |
| *Gimp* | *2.10.38* | *Sprite art and overall environment art* | *Free tool that I am fairly experience with. Also works amazing with my drawing tablet.* |
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# OVERIGE SOFTWARE/HARDWARE

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| **NAAM** | **VERSIE** | **ROL** | **WAAROM?** |
| *Microsoft Word* | *2411* | *Writting of documentation* | *Most familiar with and easy to use* |
| *Microsoft Excel* | *2411* | *Writing the logboek* | *Easy to use and most familiar with* |
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