



# We Remember



Kyle Van Blaricom



Eric Michalski



Ryan Moore



Henry Stiefel

Dr. Boyang Wang  
Advisor

## Summary:

Using the Unity engine and C#, we have developed a historical game based on the Alamo that allows the player to delve into a piece of history.

## Purpose:

1. Develop a game using the Unity engine and gain a better understanding of game development
2. Provide a fun and educational experience for the end user.

## Challenges:

3. Gaining experience with Unity
4. Collaboration as a team to bring together project components
5. Limited resources to develop and obtain assets

## Accomplishments

1. Create a working product
2. Learn about the process and steps in creating a game
3. Apply skills gained through academic and co op experiences to an actual project

## Conclusion and Future Steps:

In our initial design, we planned to include a timeline of the various days along with other features. Now that the important features that make our game are implemented, we can begin development on the ones that had less priority



In game map based  
on the Alamo