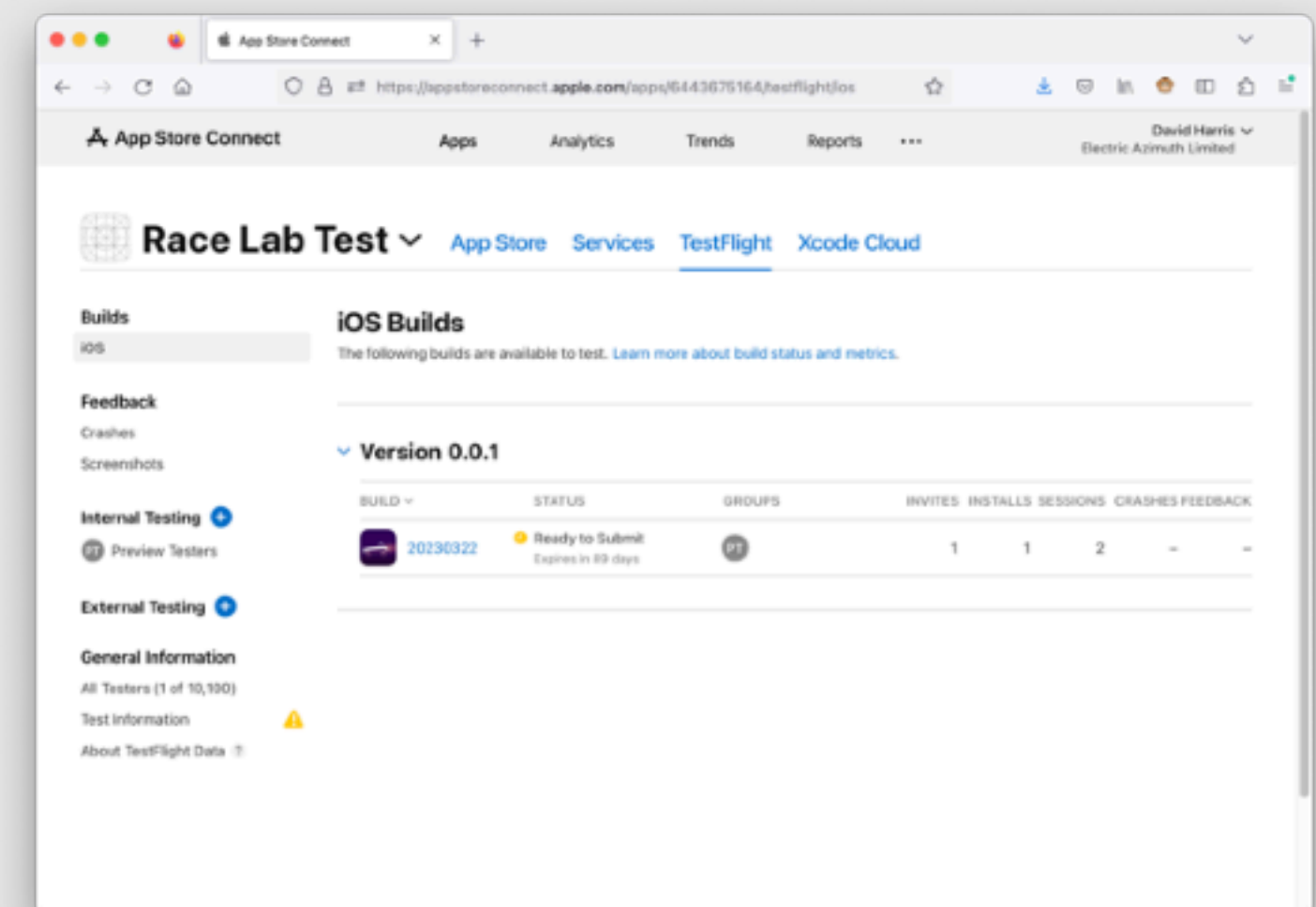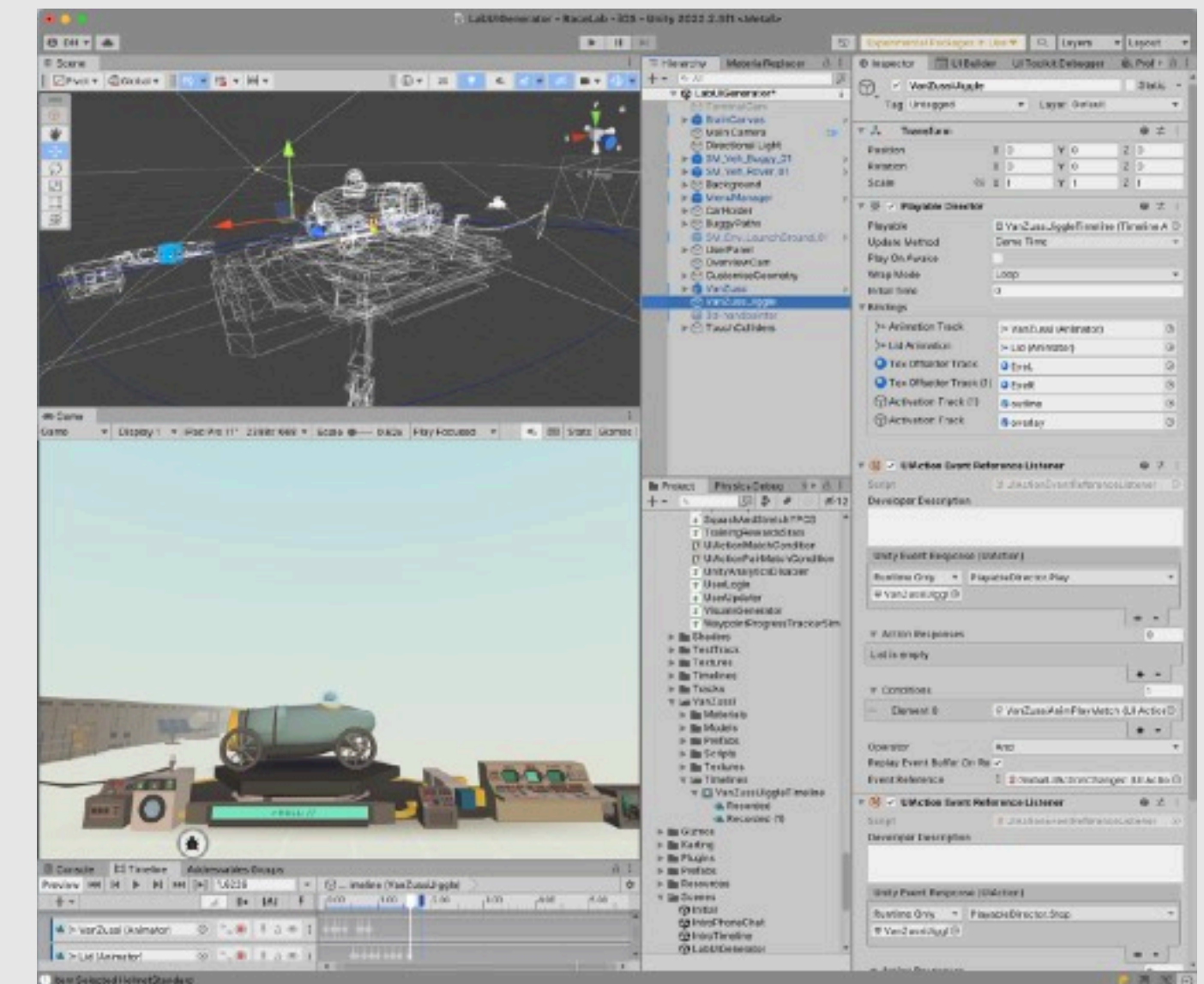# Technicals & Data

- Built in Unity 2022.1

- Launch on IOS devices Apple App Store

- Target to be compatible on all IOS 16 supported IOS devices. Performance tested on iPhone SE, iPad Air 2

- Online tournament via API, database logs training and race results

- Analytics to be integrated, plan to use Unity Analytics

- Would like to port to Nintendo Switch and possibly Android at a later date

# Who is Dave Harris?

- Solo game developer

- 5 years of building Unity projects

- Robot race trainer is an evolution of working with WMG Warwick University on digital twin simulations for machine learning robotics

- 20 years full stack web designer and developer

- Programming, design, 3d modelling, audio