Unity also uses C# as programming its language.

Because our game is 3D, we need to create some 3D models and 3D animation for the game characters and game environment. There are a lot of 3D software out there but we use Blender because it is open source and we also have background knowledge and a bit of experience using it.

As for the game also need a GUI (Graphical User Interface) so that the user can interact with the game. We will use Adobe Illustrator and Adobe Photoshop to create some graphical assets like buttons and also textures for our 3D materials.