



TP Adventures

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Proposal

- Current experience
- Real world
- Game



Unity Vs Unreal Engine

- Unity works well for 2D platformers
- Unreal has more overhead
- Unreal is completely free
- Unity offers a lot of addons for free
- Unreal uses C++
- Unity uses C# or Javascript
- Unreal excels in the Graphics Department

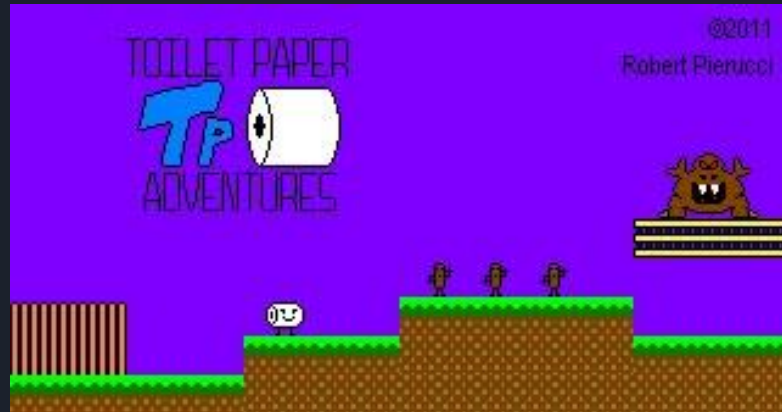


Why we chose Unity

- For our game Unreal wasn't necessary
- Unity has more free assets we can use
- Unity excels in 2D platformers
- Want to learn C#

Background

- Origin
- Overview
- Inspiration





Milestones

- Base
- Extra Effort
- Dream



Obstacles

- Learning new subjects
- Learning new languages
- Learning new team dynamics



Possible solutions

- Software Engineering
- Iterative
 - Analysis
 - Design
 - Implementation
 - Testing
- Scrum
 - Product Backlog
 - Releases and sprints