Technical details

# Intro

Give an overview of the technical details of the project.

# Development stack

## Choice of game engine

Provide a motivation for the game engine of choice (Unity/Unreal/Godot/Lumberyard/Cryengine/custom/…) if applicable.

## Software list

List the software that is going to be used during development to what purpose.

* 3D modelling/animation software
* 2D Software
* Coding IDE
* Other, if relevant

## Versioning system

What versioning system is going to be used? (Perforce/Git/SVN/PlasticSCM/…) Motivate the choice.

## CI / Build system

What continuous integration software/platform is going to be used? (Jira/Jenkins/UCB/…) Motivate the choice.

## Hardware list

List the hardware that is going to be used during development and to what purpose. This includes workstations, mobile devices, VR/AR headsets, …

# Target platform

On what platforms will the game be deployed? Mobile/PC/Mac/Console/Browser/Cloud/… How does this affect the development of the project?

## Release on pc/mac

If the game is to be released on pc and/or mac:

* On what stores will it be made available?
* Is it meant to be played with keyboard + mouse, controller, or both?
* What are the minimum hardware requirements?

## Release on mobile

* What are the minimum hardware requirements?
* Tablet/Phone/both?
* What operating systems and versions are targeted?

# Technology

Is there any specific technology used in the project (specific AI, specific rendering techniques (Raytracing for example), or others that have an impact on the development?

# Other

What other important technical aspects are specific for your project?