

ANNOTATION

Theme of the graduation project: "Development of the computer game"
Role-playing game "on the Unity 3D platform."

Itch.io.

This graduation project implements the development of a computer game of an entertaining nature for placement on an online service.

The graduation project was executed in the format of an application for Windows. During development, C # programming language technologies were used, 3D modeling in Blender. The application was developed on the Unity 3D platform.

An economic calculation of the costs and costs of developing programs was carried out, an assessment of the economic feasibility of the developed project.