

# Project Concerns

- **Multi-Platform support**

- HTML5 and JS will not perform very well running a math heavy 3D game in the browser and on a mobile device will be unusable
- Some game engines support exporting to multiple platforms, but then the project has less to do with software engineering than game design. At the same time ignoring these engines would be essentially reinventing the wheel.

- **Lack of domain knowledge**

- No one in the group has experience with 3D modeling or graphics
- Only one team member (Maggie) understands the science behind the game

- **Lack of Game Design Student**

- Without the game design student many of the requirements that would have been rounded out by the structure of the game will remain vague
- Are we supposed to design the game?