

Foodtruck Simulator VR



TEAM:

Game Development

- Bruno Serra
 - Games Development, Semester 6
- Henry Ruß
 - MI7, Semester 6
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 - MI7, Semester 6

Game Art

- Bassam Mednini
 - MM7, Semester 7
- Lea Junker
 - MI7, Semester 6
- Petya Ivanova
 - MM7, Semester 6

Game Design

- Benedek Lovas
 - Games Development, Semester 4

TECHNOLOGIES:





