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#### Environment Setting

Low-Poly, Playground design, Mid-Day

#### Type of Ride

Swing Ride

The Top of the Ride turns as the swings, swing out and in. The Ride will slow, causing the swings to rotate back in, and will speed up causing the swings to rotate outwards.

#### Design Decisions

I decided to go with a more Low-Poly look, due to limitation in Rides model aspects. The Colors of the Ride were chosen to look similar to Swing Rides I looked at, and traditional Carnival Ride design. I Chose the Swing because my Roommate told me to do it.

#### Challenges

Getting the swings to rotate and stop properly, as well as keeping them from changing position to much. As well as creating the Rides Model

#### Above and Beyond

Swinging Motion  
Ride Models

#### Resources

Ride Model - Created By me (Maya)

#### Unity Assets Store:

ParkChair - Rakshi Games  
Stone and Brick Texture Pack - Lylek Games  
Hand Painted Textured - Alex Lusth  
Stylised Trees(Low Poly) - Tom Poon  
A Piece of Nature- Evgenia