Abisai Rodriguez

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A1 Report

For this assignment I created two games. The first game is a 3D game called, Roll a Ball. The second game is also a 3D game called, Asteroid Field Adventure. It is a 3D Space Shooter game that has asteroids hurling towards the player. As the player you have the choice to either avoid or destroy the objects. To download the game just copy and paste link, <https://github.com/AbisaiRodriguez/Unity-Game-Programming.git> , and download or clone the repository.

The resources I used are from the Space Shooter bundle, the GalaxyBox, the StarSparrow, and Standard Assets. I used the space shooter bundle to create the asteroids and effects of the explosions. For the background I used the GalaxyBox. From the StarSparrow bundle I was able to create the space ship that is the player. To play the game use the arrow keys to move and the mouse to shoot. I learned how to create a Unity 3D game that the player can move a space ship to maneuver around hurling asteroids and shoot them to destroy. I also learned how to create scripts that allow the physics of the game to work.

For future improvements of the game, I would add multiple levels and harder scenarios to make the game deeper. To make the game more entertaining I would add audio and more effects to the game.