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CS485

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A1 Report

The game I Created is called Asteroid Field Adventure. It is a 3D Space Shooter game. To download the game just copy and paste link(<https://github.com/AbisaiRodriguez/Unity-Game-Programming.git)>.

The Resources I used com from the Space Shooter bundle, the GalaxyBox, the StarSparrow, and Standard Assets. 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.