Visual Programming Proposal

**Project Name:**

Zigzag Game (Using Unity)

**Project Participants:**

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**Roll No:**

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**Description about the project:**

* Zigzag Game project is developed using Unity.
* The language used for the development of this project is “C#”.
* Zigzag is a 3D arcade game designed for PC.
* The Controls are very simple, the user only controls the game with a mouse.
* The main objective of the game is to roll the ball, through the path without letting it fall. (It is inspired by “Zig Zag”)
* The assets (Graphic Elements) are generic Unity free assets.