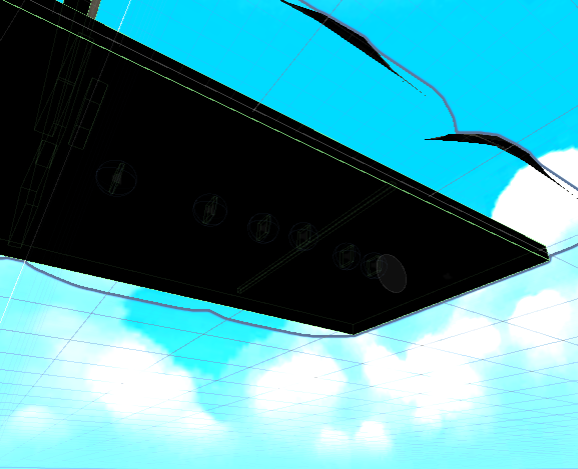
**ARun-o-Run Tutorial**

**(unity 3D Game)**

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**(GDD)**

**1** make environment.. Using ui 3d cube

Addded skybox from unity store .and also add environment like forest from unity store pack



For barrier /obstacle / game over used 2d cube and in src used pic of stone

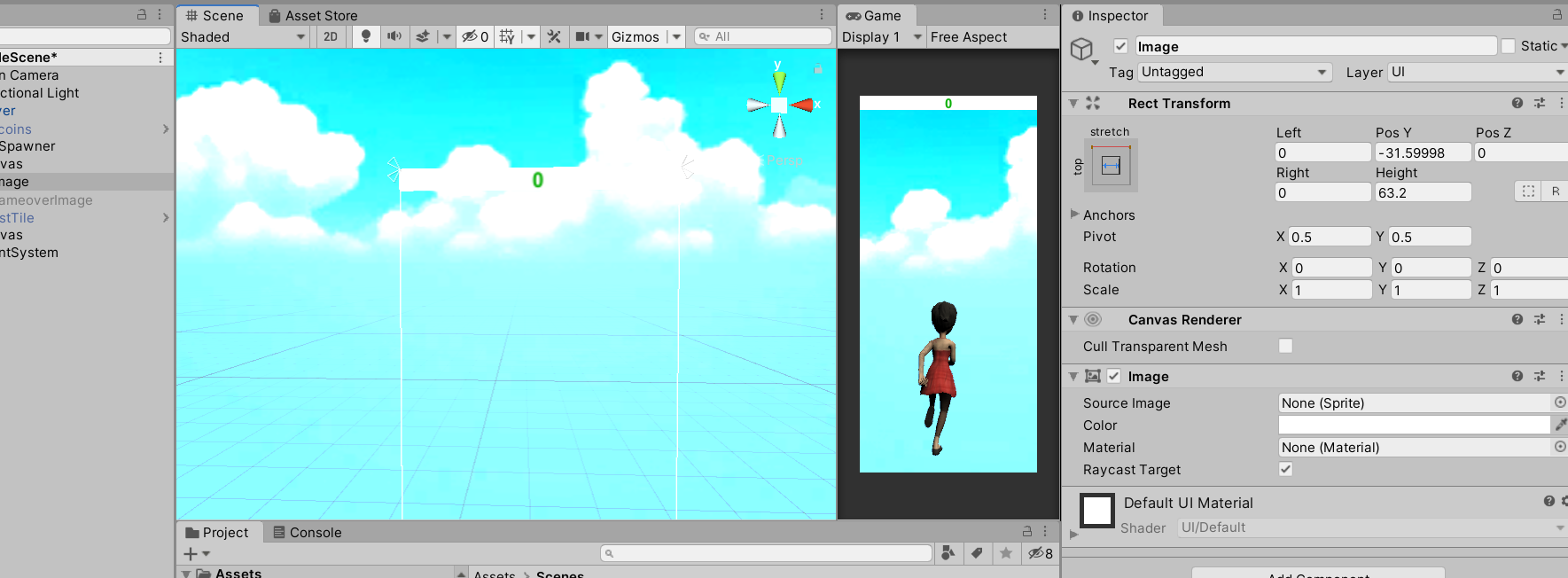
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make a player that we used in with the help of mixamo.com

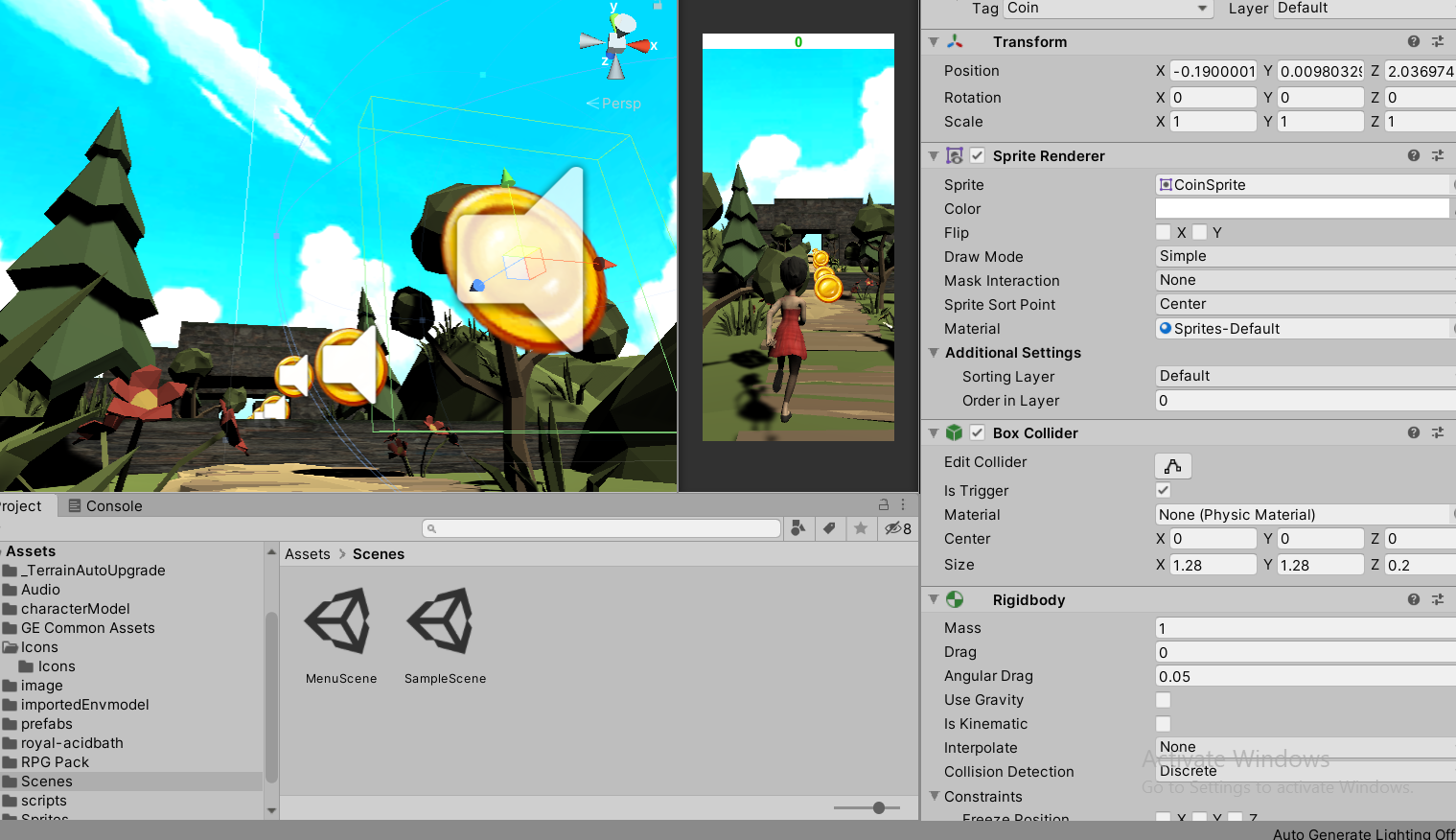
and added to unity in our game using animator.

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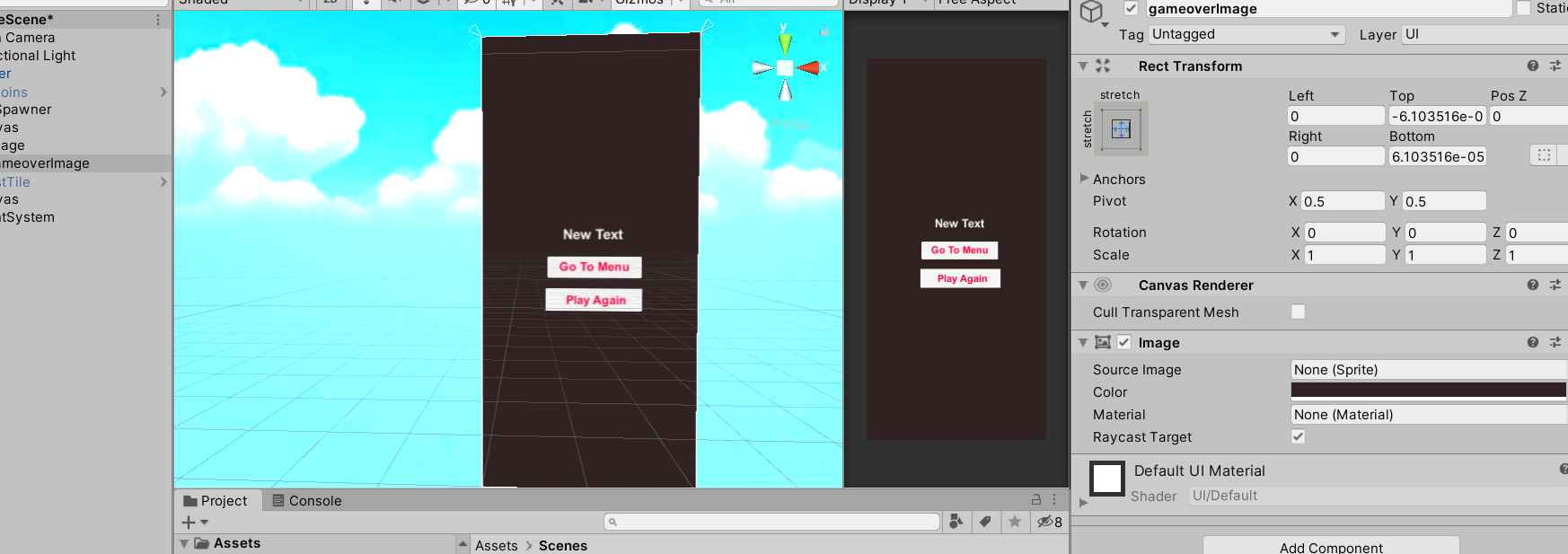
**Added score ui using laibrary unityEninge.ui**

****

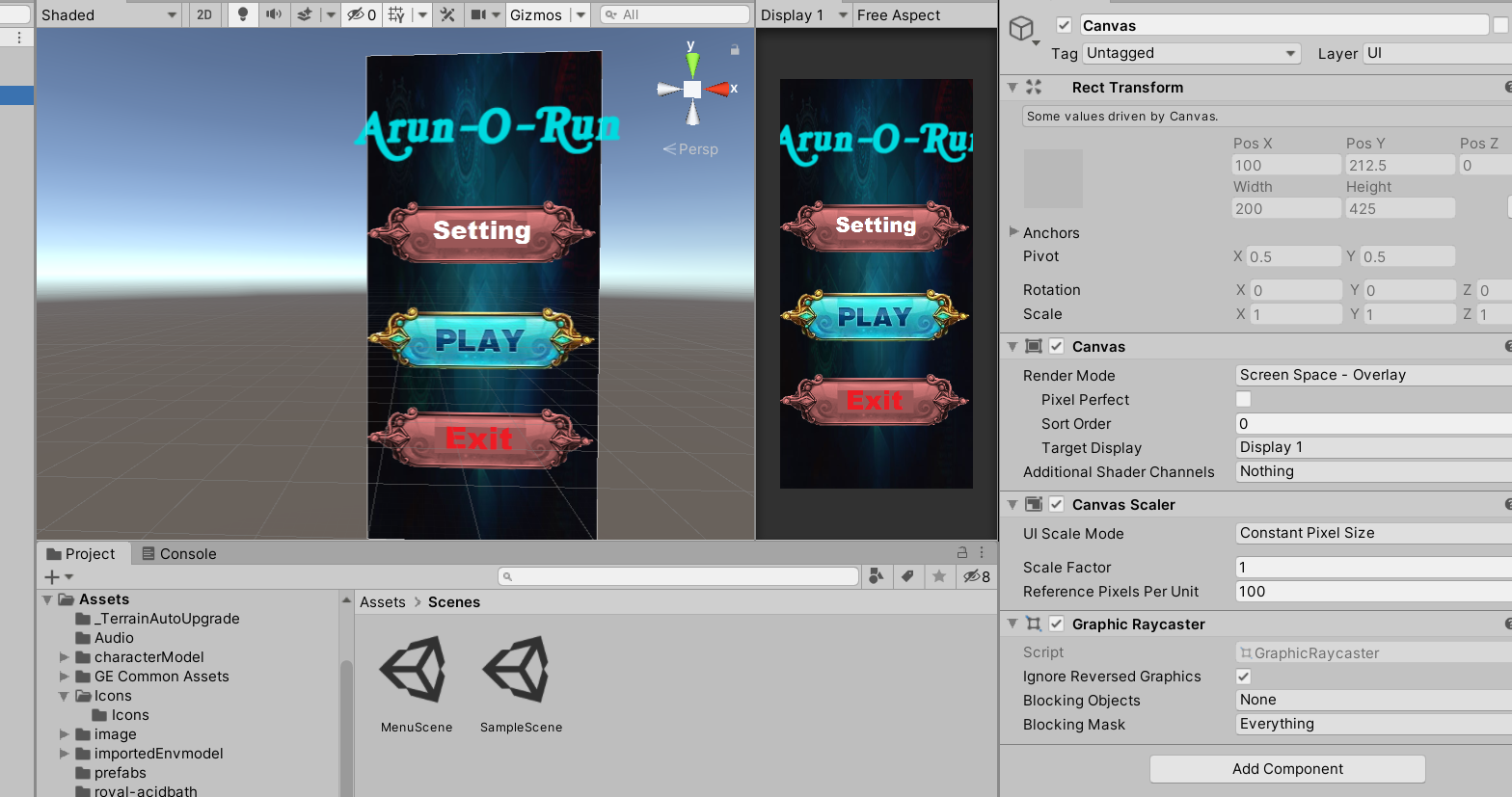
**Added sprites of coins and also add in their sound using sound scource.**

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**In this I make a ui added button text which work is play again and main menu button.**

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**Added button and text in ui. Which is setting play button and quit button**

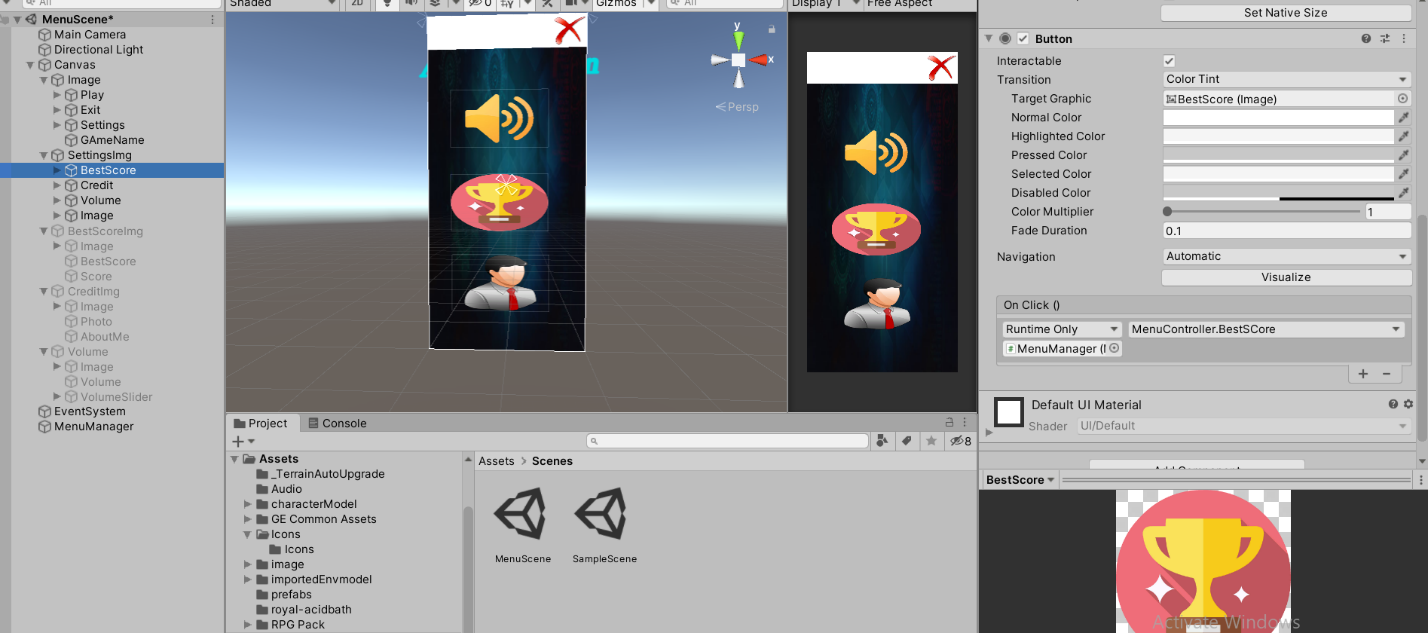
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**Make more images ui for main menu and settings menu , sound menu , play button etc.**

**Here is in side tab wo use multiple screen wich we link through an object .**

**Added buttons for back , menu , score ,**

**Thank you .!**

****

**(run out of time for making documentation that’swhy its short /just a short overview)**