Melon Dash

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Objective:

The Objective of this game I created is to collect as many melons as you can without dying. And also being also to proceeded to the next level. I created 3 levels in total.

I really enjoyed building this game, and I found it to be my favourite project I have completed in college so far, I also learned a lot in the process.

Assets:

I used the Pixel adventure 1 for my assets. I really liked the look that type of style gave my game.

<https://assetstore.unity.com/packages/2d/characters/pixel-adventure-1-155360>

I used the main character 1 as my main character and I also used the melons as my item collection.

Sounds:

I used “casual game SFX pack” sounds track for the back ground music.

<https://assetstore.unity.com/packages/audio/sound-fx/free-casual-game-sfx-pack-54116>

And I used “casual game BGM #5” for all my sound effects.

<https://assetstore.unity.com/packages/audio/music/casual-game-bgm-5-135943>

Animations:

When completing my animations, I found it a little confusing. I used this video to help me.

<https://www.youtube.com/watch?v=65E-q0JxYwU&list=PLrnPJCHvNZuCVTz6lvhR81nnaf1a-b67U&index=5&ab_channel=CodinginFlow>