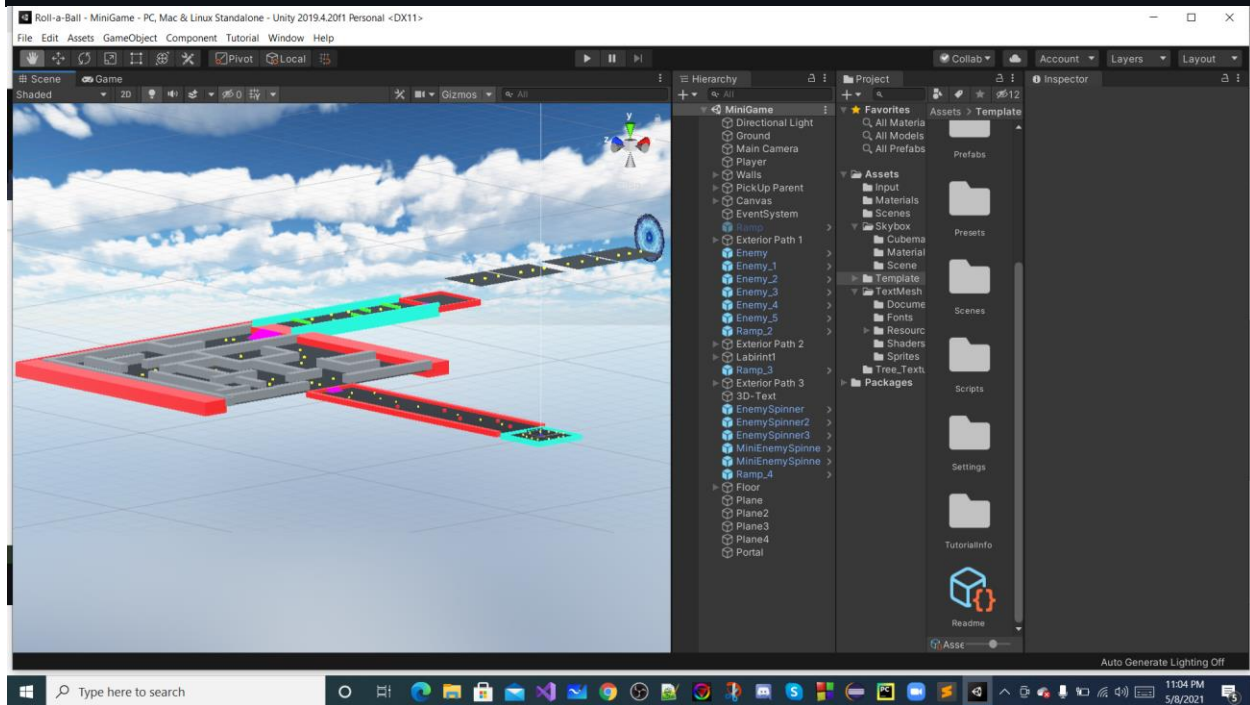


## Roll A Ball-Details

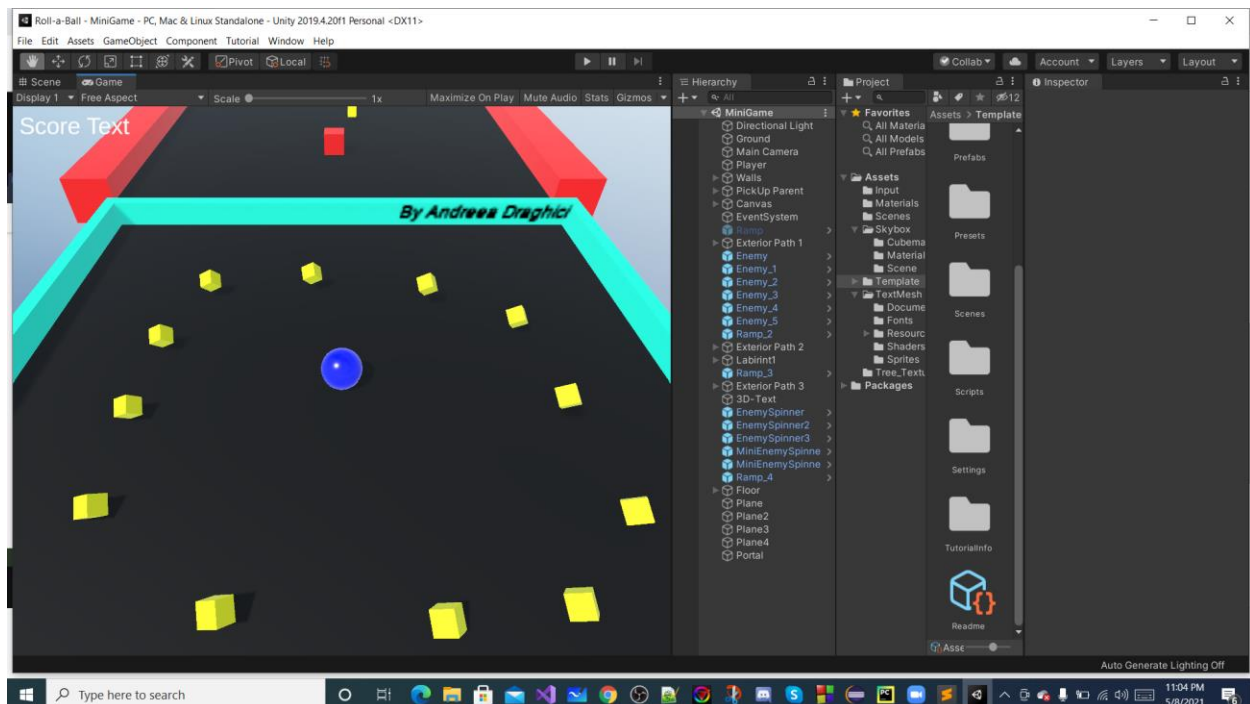
Draghici Andreea-Maria

I added obstacles(enemy), I enlarged the map, I created a maze.



I also added a ramp that activates when the player collects at least 12 points, then moves on to the next level.

I also implemented a script so that the ball could jump.

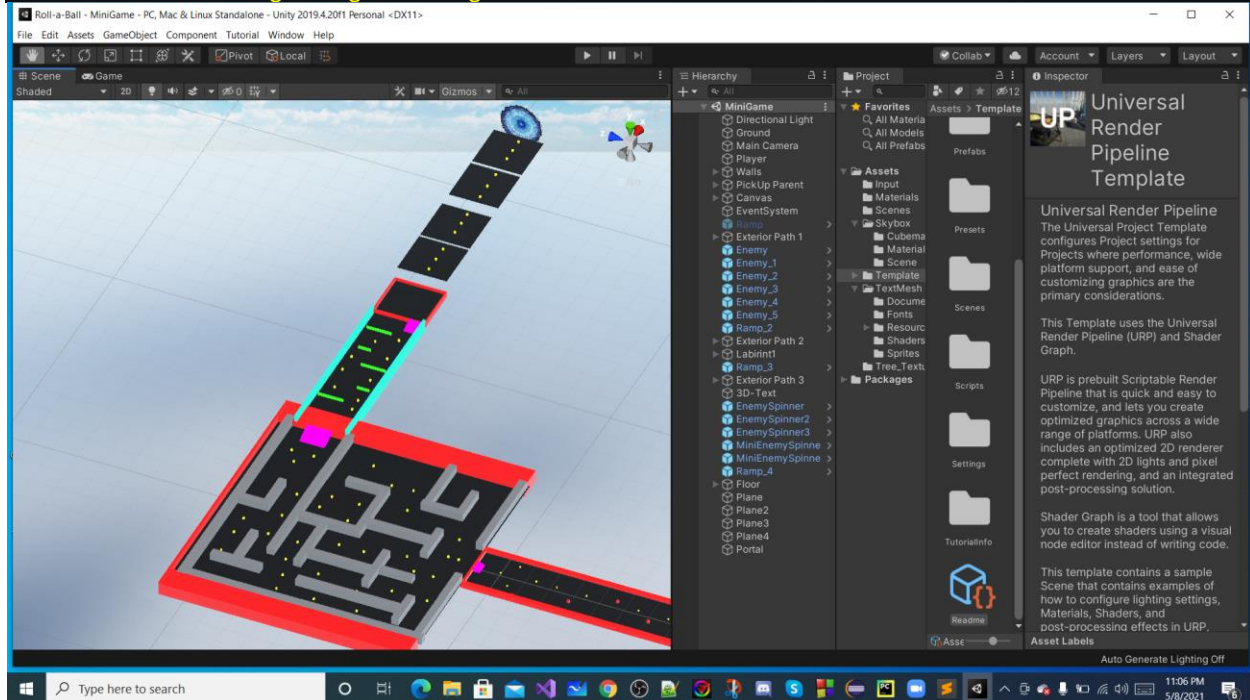


## Roll A Ball-Details

Draghici Andreea-Maria

At another level, the plane is divided into 3 moving planes and if the player falls after one, he returns to the beginning of the game.

I also added a script for obstacles(enemy) so that they move and if the player touches them, he returns to the beginning of the game.



At the end I added a new scene which is made from a portal so that when the ball enters the portal then the game ends and the player wins.

