

It's a car racing learning English game.

Player will be able to use left and right to control the car turn left or right.

As the level goes up, the car will speed up, also the vocabulary will be harder.

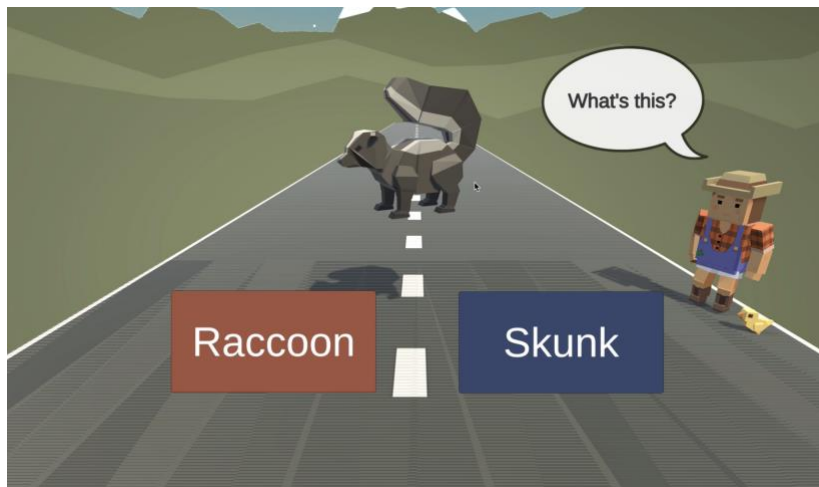
- Start Menu



- In Practice Mode, the Ai will teach you how to player the game.



- Quiz



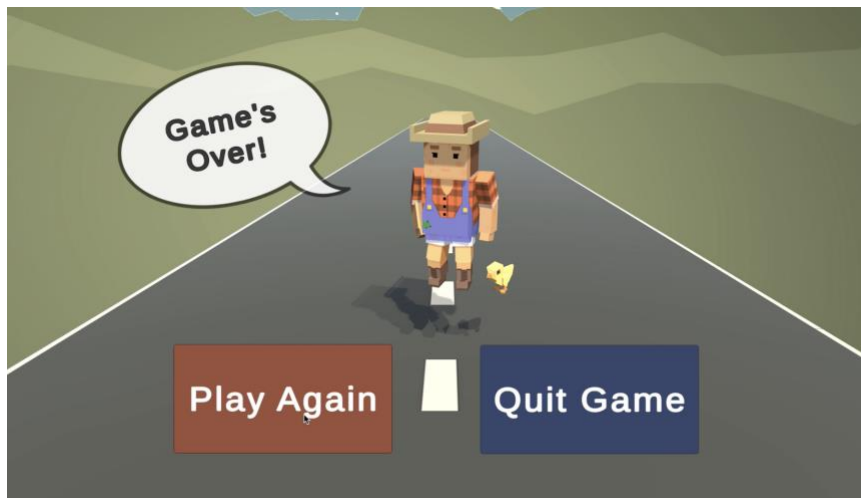
- If player chose the wrong answer, it'll lead to learning page, and start the quiz again.



- Win the game!



- Lose the game!



The “play again” button will restart the game from level one, “quit game” will close the game.

I’ve tried to build this game on iOS, but it turns out that we have to subscribe the service to launch the game on xCode.

Reference:

Structure: <https://learn.unity.com/pathway/junior-programmer>

Collision: <https://youtu.be/B90r-209vYk>

Quiz: <https://youtu.be/5CW1yGsVg4k>

Sound & Music: <https://youtu.be/Gs5QxGrRzNQ>

Level: <https://youtu.be/Va90Uf28Tg8>

Start & end page: <https://youtu.be/1Ye-mCulldw>

Image: https://www.flaticon.com/search?type=icon&search-group=all&word=banana&license=&color=&shape=¤t_section=&author_id=&pack_id=&family_id=&style_id=&choice=&type=icon

Music, Sound, environment: Unity