

/FRAGMENTS/

A 3D puzzle-platformer game

Team : Baby Punching Kangaroos

/MEMBERS/

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-
- Special Thanks: Dr. Aparajita Ojha

/ABOUT/

FRAGMENTS IS A 3D PUZZLE PLATFORMER GAME. The Game has colored tiles on which the character can move based on camera perspectives combined with the use of optical illusions created by the user.

The logic behind the working of the game is divided into two parts:

Perspective view: When the character is in normal 3D view , the working is same as a normal running game where it runs and jumps irrespective of the color of the block.

Top view: When the player right-clicks, the view changes to 2D top view where the character has a constraint that it can only walk on the same color blocks irrespective of height they are located on.

/TECHNOLOGIES USED/

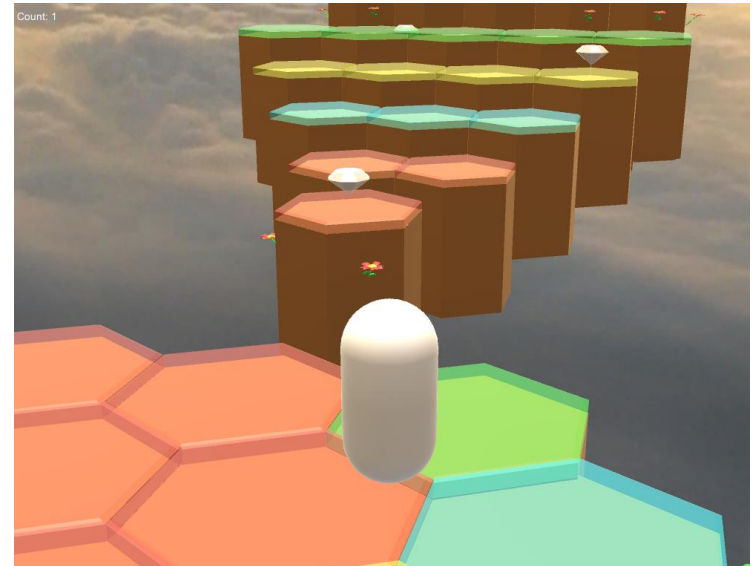
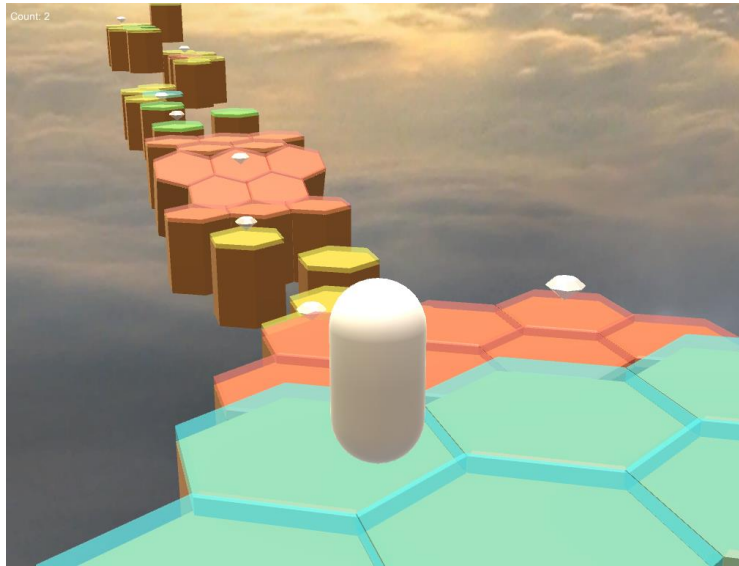
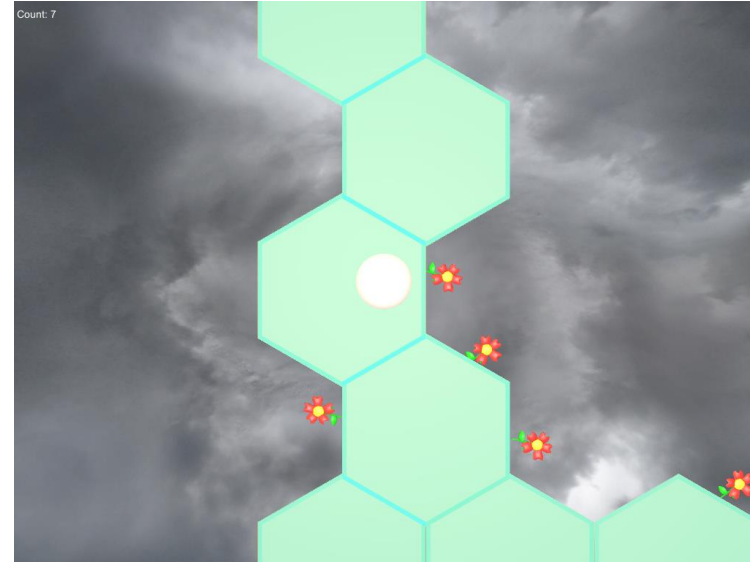
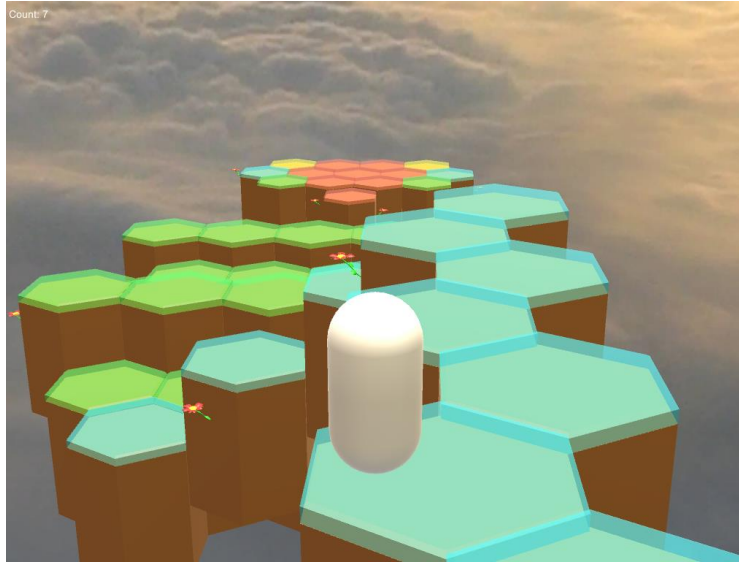
- Unity 3D / Game Design
- Blender 3D / Models
- Adobe Photoshop / Textures

MENU DESIGN

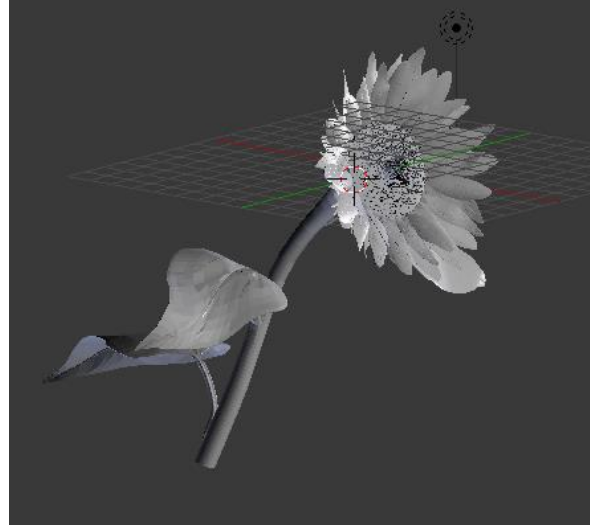
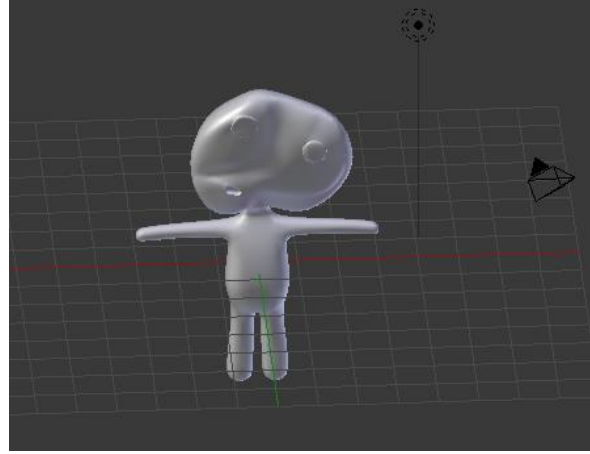
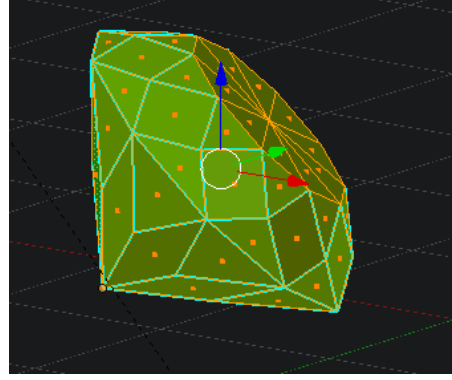
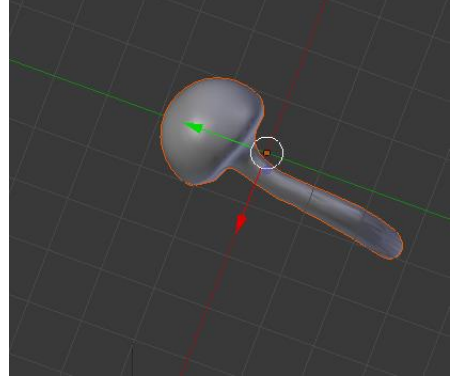
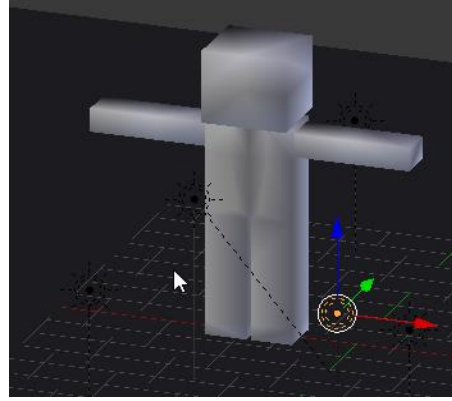
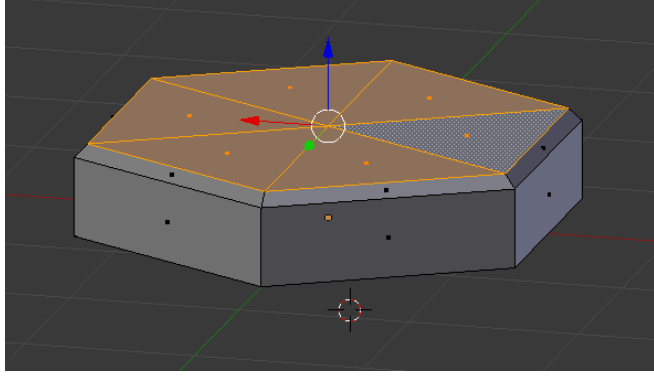
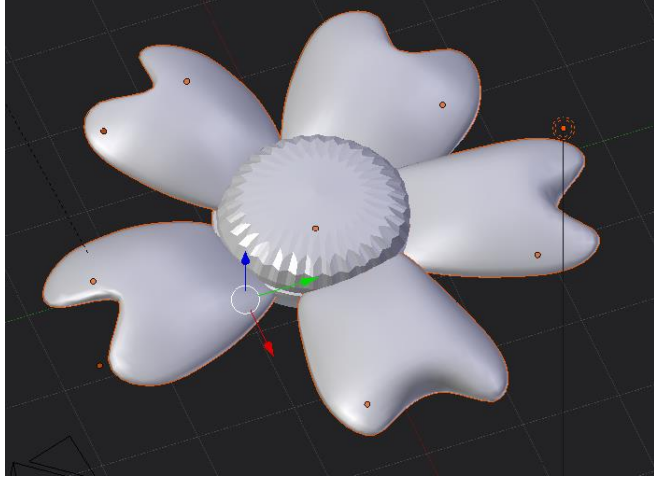
/GAMEPLAY/



LEVEL PLAY



MODELS



**LETS
PLAY!**