Sword Game (Personal Project)

This videogame is being created by Brandon Alberto Fuentes Ocampo.
This videogame is not completed yet, only it has a level and I did it to learn to use Unity and C#.
This videogame is about a warrior that when he reaches the top of a tower, he becomes a sword and and falls from the tower. Now, he must avoid obstacles until he hit the ground, but he must fill a speed bar to be able to break that ground.
This project is being developed in Unity using C#.

Requirements:
 - Have a Unity version 2019.4.0 or higher.

How to use it?

1.- You can move the sword press a-d keys or left-arrow and right-arrow keys.

Game Over

Restart

Menu