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READ ME

This project is a golf game made in Unity. You can download and play the game at www.GolfGame3D.com to see the open source project go to Github/BitBucket. This project utilizes C# and the tools in Unity to create the game.

-To play the game please download the installer from www.GolfGame3D.com and follow the instructions on installing the game. Once the game is installed launch it and press play!

- To hit the ball, click, then pull back with your mouse while lining up your shot, then release to have the ball move. See the force outputter on screen to find out how much force you are giving the ball. The further you pull back, the more force will be applied to the ball.

-To continue to the next hole, hit the ball into the hole and click continue on the continue menu.

-To rotate the camera, hold down right click and move the mouse around to move the camera.

-To check the leaderboards press and hold down the tab button on your keyboard.

-To pause the game press the escape key. In the pause menu you will be able to resume or quit the game.

-To get to the main menu click on the quit button on either the pause or continue menu.

-To quit the game press the quit button in the main menu.