All group members gathered at the school, discussed about, and discuss the project-idea, which we will present. After a brainstorming we came up with a similar game like ( marble maze ) which is basically a ball rolling in all direction with the ability of jumping, and facing a lot of obstacles which prevent you to finish your level on the time.

We started paper prototyping the basic idea and showed them to friends and family. After getting back our feedback, we started directly creating our first prototypes to show something physical to our examinatior.

We used Unity, which is game engine, tools and multiplatform used to develop games for mobiles websites etc...

It is an easy tool, which give you the free to do whatever you want and a lot of freely packages with a lot of graphic effects.

We created our first path with the ball and tried to apply some physics to make the ball move around. After succeeding with that we tried to make the ball jumps. After finishing our first prototype we showed it to some users which proposed to make the jump directional. Therefore, we fixed it and went to our meeting with the examinator. We showed him our game, he was impressed with the fast progress, and he gave us some feedback about the game.

Such as the physics must be improved because when you turn on your mobile about 100 degrees the ball should be seen as it's fallen and should be faster.

He also suggested that in every level the environment should be effecting the ball movement like if the path was icy so the ball should slips faster and so on