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*Épreuve synthèse* abstract

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Programming Techniques and Applications

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**Design for a Video Game**

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This will be a look at the development of a very simple video game. The point of this project is to come to understand how exactly certain features of a video game are made and how both the art and the programming parts need to be linked. Everything will be done with the Unity engine and C# for the coding. The main model is self-made using a 3D modeling software and certain animations are implemented. Game programming provides a challenging opportunity to learn more about computer games and software development in general.

Key words: Unity, C#, 3D Modeling, video game