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# Kiwi’s Maze

### **Objective of the Game**

[Kiwi](https://assetstore.unity.com/packages/3d/characters/creatures/kawaii-slimes-221172) , the main character, must finish the maze and reach the flower of life called [Violet](https://assetstore.unity.com/packages/3d/vegetation/plants/lowpoly-flowers-47083).

**Maze**  
Made on 3D modelling software called [Sketchup.](https://www.sketchup.com/)

### **Kiwi Animation**

Taken from this website: <https://www.mixamo.com/#/>

### **How to use the Game**

W – Move forwards  
S – Move backwards  
A – Move left  
D – Move right  
Go to RADProject/RADGame/Assets/emmanuellaNyamekye\_finalProject/startPage and click on PLAY to start the game.

### **GitHub**

Old repository with all the class exercises: <https://github.com/EmmaNyamekye/RADUnity.git>   
New repository with Kiwi’s Maze: <https://github.com/EmmaNyamekye/RADProject.git>

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| GitHub Setup | <https://github.com/EmmaNyamekye> **✓** |
| GitHub Commits | |  |  | | --- | --- | | RADUnity | 17 commits | | RADProject | 16 commits |   **✓** |
| Basic Scrip Addition | **✓** |
| Keypress Movements | **✓** |
| Rigid Body/Forces | **✓** |
| Assets Importing | Maze, Kiwi, flower **✓** |
| Prefabs | **✓** |
| Instantiation | **✓** |
| Something else | Start Page/ Manu Page **✓**  Slit screen during the game **✓** |