

Documentation of

Subway

Game application using Unity and C#

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Developed by

- (1) Islam Mansour - eslam.mansour15@gmail.com
- (2) Mohamed Zaki - mohammedzaky944@gmail.com

Is a game that work on windows OS and developed using Unity and C# as Project at animation course (CS451).

Description:

character that continuously run and collect the largest number of coins and gifts and can controlled using arrows and space to avoid collisions with obstacles or negative coins with background music ⁽¹⁾ that can control the volume and sounds giving the impression of crossing the obstacle successfully without colliding or colliding with it and falling to the ground.

(1) Unknown source