

Game name - Tech Trivia

Genre - Quiz

Platform - WebGL

Link - [Play](#) [Github](#)

My Takeaways -

Tech trivia is a simple quiz game, Made completely using Unity UI elements and components.

Things learned -

In Depth understanding of Unity's UI and Event system, UI components such as Buttons, Canvas, Layout etc. Gamemanagers, AudioManager. How to configure them and set them up.

Future Plans -

No future plan for this game, this was just for learning Unity's UI.

Final thoughts -

Overall this was mostly to learn UI properly. I have achieved that, still lot to learn but it helped me build a solid foundation for unity's UI system.

Thank you so much for reading. I hope you have a wonderful day.