

# READ ME

This project was done as part of the "Computer Game Development" course at Ariel University.

You can see the assignment at the following

link: <https://github.com/gamedev-at-ariel/gamedev-5781/blob/master/02-unity-basics/homework.pdf>

The aim of the project was to get to know the unity environment and practice the language C #.

## **Second section:**

1. We had to build a game where the player can move in a two-dimensional world with the arrow keys, and at the same time he sees his location on a small map (mini-map) on the top right. You can see a demo on the website: <https://shaharnik.itch.io/homework2-2-2>

