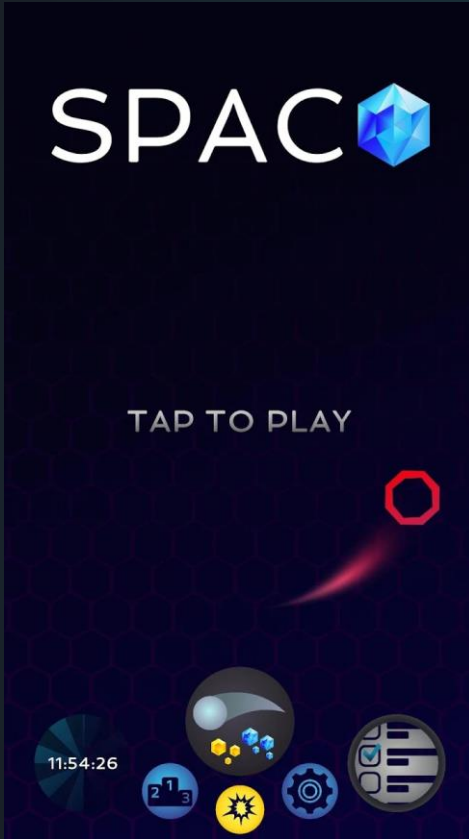# Arcade game for Android

A one-of-a-kind arcade game created in collaboration with a colleague, featuring a fresh gameplay concept not seen in other games.

• **UI Design:** My first experience working with UI elements, where I created an intuitive and engaging interface for players.

• **Custom Assets:** Leveraged my graphic design skills to create all of the game's assets, giving it a unique visual style.

• **End-to-End Development:** Gained hands-on experience with implementing ads and publishing the game on Google Play.

• **Learning Journey:** This project was a major learning experience, teaching me valuable skills from UI creation to full game deployment.

**Skills/Tools:** Unity3D, UI Design, Firebase, Google Play Games, Ads Integration, Graphic Design, In-game Economy.