

MM-806 2018 Assignment 1

My take on the Unity 3d's simple roll a ball game

Game Basics

- Click on New Game to start playing
- Use arrow keys to move the ball around
- Collect pick up sprites to score points
- Reach the goal with a minimum score of 50 to win the game

Scoring

- Cubes - Low value pickups; Worth 1 point each; easy to collect; spread throught the arena
- Capsules - High value pickups; Worth 2 point each; harder to collect; spread across but must be careful while collecting
- Spheres - Special pickups; Worth 5 points each; available only at specific locations

Assets

All the assets used have been obtained from the Unity Asset store.

Following is the list of assets used in this game

- Gem Shader
- Nature Starter Kit 2

- Unity Samples UI
- Skybox

Sounds and Music

- **Main Menu and Help Screen** - [For Originz by Kevin MacLeod \(incompetech.com\)](#)
- **In Game Music** - [Enter the Party by Kevin MacLeod \(incompetech.com\)](#)
- **Winning Sound effect** - [Cheering \(soundbible.com\)](#)
- **Game Over Sound effect** - [Game Over \(TheMushroomKingdom.net\)](#)
- **Pickup sound Effects** - [zapsplat.com](#)

Textures

- [Goal Texture](#)
- Other textures reused from the assets used in the game

Font

[HanaleiFill-Regular](#)