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Homework Assignment #1

The game I have created can be considered as a small mini game. The mini game consist of three scenes. The first scene is a simple menu I implemented based on what we learned in the lectures. There are two buttons that will take you between two different game scenes. The second scene is called Roll-a-Ball and I created the following game based on Unity’s online tutorial of “Roll-a-Ball”. The objective of the game is to collect all of the yellow “pick-up” cubes in order to win the game. A “You Win” text will pop up above the player when the objective has been completed. I have also implemented a button that sits to the bottom left of the player’s screen that allows the user to return to the menu at any given time. The third scene can be considered as another level to the “Roll-a-Ball”, which I called “Roll-a-Ball 2”. The objective is slightly the same as the first game such that the player will have to collect at least 13 yellow cubes and 1 Gem (game object) to complete the game. The player controller for my game is also the same as “Roll-a-Ball”, I only had to invert the input of the vertical axis in order to have the ball move properly. I learned many concepts from this homework assignment such as implementing camera and player controllers, different game objects and assets, and how to use scripts. I find that scripts are very essential in order to make a game function properly which I enjoy learning more about. If time were not an issue, I would have liked to add more game objects that served as obstacles throughout the game. I would have also somehow implemented a timer that recorded how fast the player could complete the game.