GAME TRAIN- C6

QUIZ-1

HUMNA BINT KASHIF

CROSSY ROAD

Q: Why did I choose this game?

I chose to work on the Crossy Road game because I found its functionality straightforward and believed I could improve upon it. I felt that the skills I acquired from completing previous Unity tasks were applicable and could be put to good use in this project.

Q: Describe what hurdles I faced and how I overcame them?

The problems I initially faced in this game were that the player couldn't jump and move simultaneously. However, I have now overcome this issue, and I was also encountering problems with object collisions.