Video game design

My theme was to make my game and background like a summer day. That's why I chose to make a green grass background, and I used a dog. I used Pixilart because that was the first one I was introduced to so I decided to use it. I just downloaded what I wanted to import into unity, then I left-clicked on the assets page and clicked import and then I had my asset in the game. I didn't face any major challenges other than learning how to import all of my assets.