

Number: #13

Title of work: Ruby's adventure

Designer: Junming He

Medium: Unity

Date of completion: August 2023

I followed a tutorial to create my first Unity game prototype. After developing a game with Visual Studio (a 'breakout' game), I decided to try one of the famous game engines, Unity. The development of this game involved some basic programming. I learned new concepts of the game engine from this project, such as prefabs, rigid bodies, and scripting. I believe that understanding how to operate a game engine is essential for my future game development.

(video:

[https://www.bilibili.com/video/BV1zN4y1q74t/?vd\\_source=5b5532ac882afccc678cec36daf4390a](https://www.bilibili.com/video/BV1zN4y1q74t/?vd_source=5b5532ac882afccc678cec36daf4390a) )

([https://github.com/LE7ELS001/Unity\\_Ruby\\_advanture\\_script.git](https://github.com/LE7ELS001/Unity_Ruby_advanture_script.git) | Here is the code in my Unity game prototype)

(<https://space.bilibili.com/2480975/video> | Here is my homepage and you could find the entire process of my practice)