Leila Matayeva
Entertainment Computing, Assignment 2

Unfortunately, I am not experienced in Unity and C# at all, so my game doesn't include all requirements. But I tried to do as much as I can before the deadline. Mostly, I followed tutorial on Youtube with some individual changes. I was using different Assets, added different levels and the starting scene. The main scene's name – 'Level0'.

Link to GitHub:
https://github.com/LeilaMatayeva/Assignment2_Unity

Link to Google Drive:
https://drive.google.com/file/d/1cVZa7Fwg9FvuyfERE4rDrRS53ISWcsEE/view?usp=sharing

Reference list:

Tutorial used:
Jason Welmann 2021, last accessed 18 May 2022,
https://www.youtube.com/watch?v=Lu76c85LhGY

Some assets:

1) PNG Repo, Soccer Ball PNG Icon, last accessed 18 May 2022,
   https://www.pngrepo.com/svg/61548/soccer-ball
2) PNG Repo, Gnome PNG Icon, last accessed 18 May 2022,
   https://www.pngrepo.com/svg/68128/gnome
3) Jason Welmann 2021, Crate1, last accessed 18 May 2022, https://game.courses/birds/