**Ball Blast (Prototype)**

1. **Reason to choose this game: -**

The game design is simple, and the game mechanics are easy to implement. The concept was resembled to the techniques and methods that we had learnt in our learning sessions.

1. The player movements were moving along the x-axis direction, but the projectile/bullets were not spawning from the player. The problem was with script where I put the random position in the x-axis and, I made the projectile/bullets as the child of the player. Finally, the problem was rectified.
2. In the last moment when my project was nearly completed and it was time to create the webGL build, the collision stopped working and the ball prefabs started to spawn in undefined directions. However, the project prototype is in working condition.