

## **Worlds**

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# API Versions —

* DirectX 12
* Unity using API compatibility level - .NET Standard 2.1

# Release Version —

Worlds.exe Application within the Repository.

To play the game / view the level:

1. Open the CIS5014 Folder
2. Open the Worlds – Unity folder
3. Open the Worlds folder
4. Open the Builds folder
5. Run the Worlds.exe application
6. ALT + F4 to close application

GitHub Repository —

https://github.com/Makaveli-wls/CIS5014

Credits —

Assets – Liam Barrett (ST20228164)

Level Design - Liam Barrett (ST20228164)

Audio - Liam Barrett (ST20228164)

Documentation - Liam Barrett (ST20228164)

Other - Liam Barrett (ST20228164)

# Other IP —

Pictures used in Concept art:

* Mars photo - <https://edition.cnn.com/2013/10/21/world/mars-exploration-fast-facts/index.html>
* Alien picture on Moon concept art - <https://www.freepik.com/free-photos-vectors/alien-art>
* Alien picture on Mars concept art - http://www.publicdomainfiles.com/show\_file.php?id=13925147425142