Introduction for working in Unity

We first learned how to create projects in the Unity software - we experimented in practices and at home with basic projects

Requirements for the Game

- Android device
- A device that can scan a QR code

Application Design Process- 3D Printer Game

Build

We started by learning to work in the Unity workspace. Our goal was to implement a print product game. Along the way we encountered technological difficulties in how to cut into several parts, work with 3D, and many searches needed for information

Test

During the testing phase, we tried to check whether it is worth adding more elements of an abrasive such as a sound progress bar and the like. We consulted a lot together with the course instructor and saw how the project was built in stages
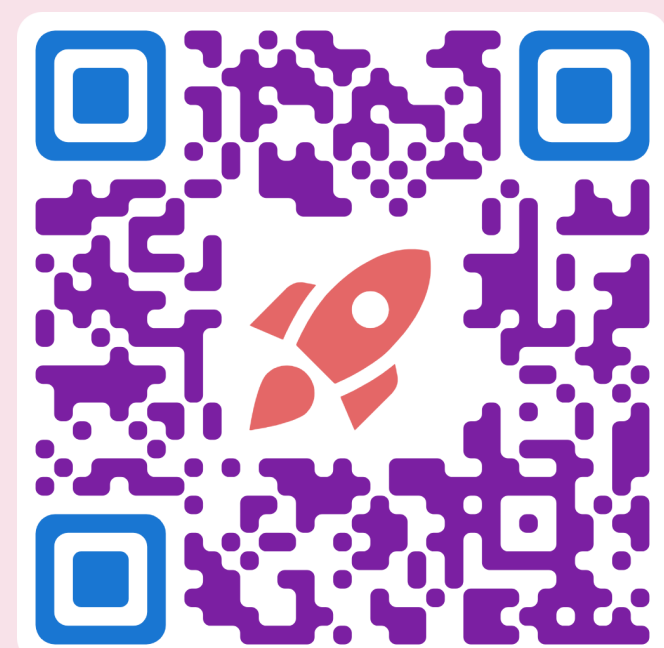
Challenges

While working on the project we had a few challenges. The First one was how to cut modules into several parts, to solve this challenge we decided to work with more basic moduls that we didn't have to cut. The second challange was to understand how to work better with unity, which we overcame by learning more from the internet and the another student from the course.

Launch

After we finished developing our application, taking into account the feedback from the interested parties, we uploaded the application to Google Drive in order to generate a QR code.

Unique Elements

In this project we used 3D objects such as cubes .We also used music for each level . we added a trophy in the last scene in order to encourage the user to finish the game and we also used colors that attract the player attention.