

Link to Project Magos <https://github.com/MarioBatt38/ProjectMagos.git>

Unity Prototype is in the PopulusMagosUnityPrototype(Play Here) Folder.

TDD and Closing kit are in the Main folder ProjectMagos.

The portfolio had to be compressed to meet size limitations and can be found in the main folder ProjectMagos.

Blender Models can be found in the PopulusMagosGameModels folder some textures may now be wonky due to organising the folders.

Side Note:

Only one recording of the animations I produced could be uploaded onto the PowerPoint portfolio. The other recording can be found in the Animations Recordings Folder.

Please do let me know of any issues if any arise.