ROCKET

This game is endless game based dodging up obstacle which is leading to the hero. The score will increase according to rocket alive.

Unity topics:

• Coroutines, quaternion

• Invoke, invoke repeating

• Classes and objects

• List and structures

• Mathf functions

• Game manager

• Oops concepts

• Camera controls

• Advance physics

• Optimization and rendering output

• Inventory management

• Vector function

• Different types of movement

• I tween

• Advance enemy ai follow options

• Unity intermediate functions

• Unity basic to advanced only programming

• I enumerator

• Inheritance, Polymorphism, and Encapsulation

• Base and derived classes

• Overriding and overloading methods

• Interfaces and abstract classes

• Exception Handling

• Try-catch-finally blocks

• Custom exceptions

• Delegates and Events

• Creating and using delegates

• Event handling in C#

• Unity-Specific C# Scripting

• MonoBehaviour Class

• Unity's scripting lifecycle (Awake, Start, Update, FixedUpdate, LateUpdate)

• Managing MonoBehaviour components

• Coroutines

• Using IEnumerator and coroutines for asynchronous tasks

• Input Handling

• Keyboard and mouse input

• Touch input for mobile devices

• Transform Operations

2d game

* Sprite Atlas creation
* Texture compression
* Efficient animation
* Tilemap Usage
* Sorting layer and order in layer