List of Topics

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

• Ienumerator

Explaining my 2D & 3D games:

For my 2D game, I made a simple game where we can teleport to the top and bottom platform to avoid the obstacles which move towards us.

The player can transform the position to escape the spawned obstacles and score is calculated when the obstacles leave the screen.

For my 3D game, I made a game inspired by a maze run in which we have to run through doors to reach the other side. Navmesh has been used to add enemy AI which will follow the player as he tries to reach the end.