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What is it?

So I made a unity game. The exe is the exe called “3dGame”, very creative name, I know. It’s a physics based first person platformer. The objective is to collect the 10 glowing, yellow, star things. Due to the time crunch, I threw away my original idea for the mobility and instead went with the simpler rocket jumping concept. In order to collect all the things you need to propel yourself forward by shooting explosives at the floor near you.

How does it relate to the course?

Lot of physics stuff was involved. That to some extent was part of the course. The launcher is a model I made in blender. There’s some animation in the explosions and the spinning star bits, along with some basic lighting. A lot of this was done just using the in-unity stuff. I planned to use more models and do at least a bit more animation, but those aspects got cut in the time crunch. Everything feels like a placeholder because everything is.

Anyways, hope it runs for you.