Introduction:

The game is about the player that appears on the screen, you need to hit with Bullets to save yourself from player. If the bullet hit enemies 3 time it get destroy with some particles effect and enemy touch the player the game is over. Press spacebar or LeftMouse click for fire. Arrow keys to moves around area.

Reason:

The Reason to make this game is about to get how know about the casual game that dominate the game industry.

Hurdles:

The Main Hurdles is the chase AI of Enemy, the Camera movement with player within bounds and the

Incomplete Task:

The incomplete task is the score system because of the loadshedding all day long without warning.

Code:

My code is well intended and have comments.

**Task# 2:**

1. Core Mechanic
2. Rigid Body Use.
3. collider and collision.
4. AddForce method.
5. Polygon collider.
6. Camera movement within gamebound.
7. AI Chase System of enemy & Player Input

Press space bar or left mouse button for fire.

Main menu system in game.

Main Menu Functionality:

1. Play Menu Button
2. Option Button (Volume option is not functional)
3. Quit (Don’t close the application but show the debug that the game is over)
4. Back Button