**Instructor Quiz#1**

**Instructions: 7 Hours**

1. You should write the name of the game that you made from the below given games.
2. You should also write down the reasons you chose that game.
3. You should also describe what hurdles you faced and how you overcame them.
4. If you are unable to complete any of the requirements, state the difficulty that caused you to fail.
5. Your code should be well intended and should have comments.
6. The naming convention of your root folder should be “YourName\_GameName”.
7. Submission within a given time is a must.
8. The folder should contain Readme, the readme should contain the above requirements in a word document and the assets folder of the project. Failure in following these instructions will result in straight 0 in the assessment.
9. We are not looking for asset hunters so stop finding assets you are required to code using primitive models only.
10. You have to upload the folder within the time frame of 7 hours so plan your task accordingly.
11. Bonus Marks will only be awarded for innovation and creativity if all requirements are fulfilled.

game fundamentals. 2. RigidBody Use in 2D games. 3. basic of collider and collision. 4. scripting in unity. 5. Add torque to rigidbody. 6. using wheelJoint2D 7. Using motor in unity. 8. Add force to any rigidbody. 9. make parent or child of any object on trigger / collider Enter 10. changing speed by using script in unity.

**Submission:**

1. Project should be Uploaded to your GitHub repository.
2. WebGL Build should be Published and running smoothly.
3. Both your Repository and WebGL links should be submitted in the Google Form provided by instructors.

**Note: Any kind of Plagiarism will result in absolute disqualification.**

**Best of Luck**

**Task# 1:**

You are supposed to make a prototype of the game mentioned below. Your prototype

will include the following:

1. Core Mechanic
2. Player Input and Movement
3. Ball Physics and Ball Health

**\*Bonus Marks will be awarded for innovation while sticking to the main game idea.**

Reference: [Ball Blast](https://www.youtube.com/watch?v=zjrEj_9yRS0)

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**Task# 2:**

You are supposed to make a prototype of the game mentioned below. Your prototype

will include the following:

1) Core Mechanic

2) Player Input

**\*Bonus Marks will be awarded for innovation while sticking to the main game idea.**

Reference: [Knife Throwing Hit](https://www.youtube.com/watch?v=bzg4fUgadas)

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**Task# 3:**

You are supposed to make a prototype of the game mentioned below. Your prototype

will include the following:

1) Core Mechanic

2) Player Input

3) Player Death Effect

**\*Bonus Marks will be awarded for innovation while sticking to the main game idea.**

Reference: [Crossy Roads](https://www.youtube.com/watch?v=tRqXEXzPZNU&ab_channel=PhoticsTV)

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