This is a 2d shooting game. I didn’t add any assets. I have done it with the basic shapes like square, triangle and circle. In this 2d game I added bullet with the player. And there are four scripts that is for bullet, player, enemy and bullet spawn. And I added the mouse control for the rotation. And the space bar key for shooting.

There are some things in the game which I don’t know to do. That is the little concept of navmesh, and the score text using game manager , and the destroy of the player when the enemy hits the game object.

Some things that I didn’t add in the game but I know the mechanics. They are the ui panel and the buttons, load next scene, the level design and game over scene.

• 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

• Position, rotation, and scaling of GameObjects

• Parenting and unparenting objects

• Physics and Collisions

• Handling Rigidbodies and Colliders

• Collision detection and response

• Raycasting for object interaction

• Scripting Animations

• Controlling animations through scripts

• Animation events and transitions

• UI Scripting

• Managing UI elements (Buttons, Text, Sliders) through scripts

• Responding to user input in the UI