

# Jetpack game

By Euron and Ronni

# Goals

How to create a basic game in Unity

learn C#



The game has to work

the animations  
have to work

you can dodge the  
object without  
falling down

everytime you hit an  
object you will fall  
down

it has a start and  
pause button

the background has  
to be seen

# What went good?



LEARNING MARKDOWN



UNDERSTANDING IPERKA

# What went wrong and could be improved?



TEAMWORK



PRODUCT

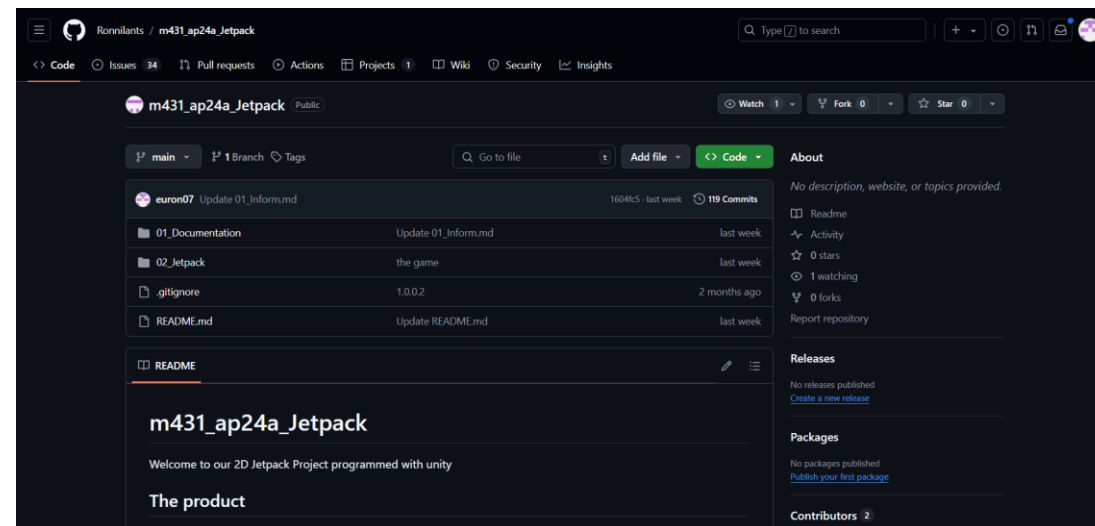


PLAN



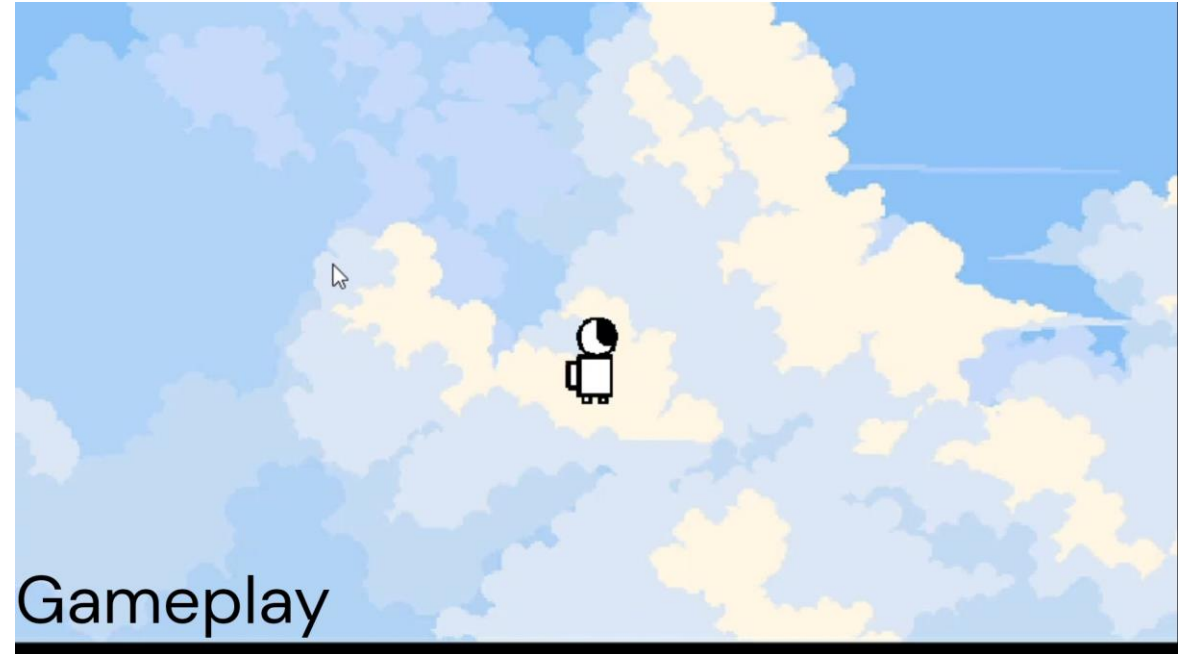
# Summary

- Documentation and product
- goals
- Work ethic





# Demo-video



**THE END**  
any questions?