ReadMe:

Play Instruction:

Use WASD to move player

Use mouse to hold and rotate the camera

Walk around to collect coins, ten coin is the win condition

Avoid from the flower (it will take damage)

Player controller: Used the playercontroller instead of rigid body

(public rigidbody rb → public characterController controller)

Reference:

<https://docs.unity3d.com/ScriptReference/CharacterController.html>

<https://www.youtube.com/watch?v=4HpC--2iowE>

Credits:

Take coins:

When the player get touch the coin it will vanish and count 1 gold (two scores)

Coin pick ups:

<https://www.youtube.com/watch?v=XnKKaL5iwDM>

<https://www.youtube.com/watch?v=2UQL97JZXr4> (coin collection)

Take damage:

<https://www.youtube.com/watch?v=MKjEOVvU6ug>

(Unity take damage on collision)

<https://www.youtube.com/watch?v=YXm8F57nqNA>

Modes:

From Unity Assets store

Coin, dog, environment