RABBIT ROBOT TOY SIMULATOR

Instruction to use the simulator:

1. Insert the coordinates for X and Y, they must be 0, 1, 2, -1, or -2;
2. Outside of those selection, the simulator won’t work, nothing will happens;
3. Choose the direction to face the Robot between North, South, East and West;
4. Finally, press “PLACE” to show the Rabbit Robot on the tabletop.

I have used Unity 2D with C# following different tutorial through Pluralsight and

Lynda.com websites.

Thank you very much to have played one of my small game, I hope you will enjoy it as I enjoyed to make it.

Stefano