# Quest 2 - ProBuilder

**Max Grade of 60% if Project has Red Error in Unity Console**

**This Quest Focuses On:**
- Level Design

**Summary**
Create a compelling 3D level for the Roll-the-Ball challenge.

**Core Loop Requirements**
Inputs/Actions
- WASD/Arrow Keys = Movement

Obstacles/Challenge
- Level Traversal Obstacles
- Level Hazards

Goal
- Reach the End

**Additional Quest Details/Requirements:**
- Reuse project from prior assignment.
- Scene "Q2"