**CS485 Project Report Laxmi Subhamkar Annapragada**

**Introduction:**

In this game assignment, I have created 2 scenes in a game. First scene being my Own game and second being the Roll a ball. There is only one GitHub link for this assignment and it allows us to clone or download whole game with two scenes. In the game folder, we can see two files in Builds names GoHome.exe and Roll\_a\_ball.exe, where GoHome.exe contains 3 levels(first 2 being my own game and 3rd being the roll a ball) and Roll\_a\_ball.exe contains roll a ball game. Both the scenes are enabled **Virtual Relaity** functionalityon an android platform. Project build can be created for any platform and a build for android platform with virtual reality gameplay enabled is available in Build directory under project repository (Root directory) for both the scenes.

1. **Go Home game**
   1. **Introduction**

In this game, player’s goal is to reach home(destination) following some specific path, where the enemy blocks or kills the player to avoid him going home. This is a 2 level game, where the difficulty of the game increases with the levels.

* 1. **Instructions:**

On Windows/Linux/Mac platform, player is controlled using the 4 arrow keys.

On android/iOS platform, ball can be controlled using a two axis thumb controller on Bluetooth joystick connected to mobile phone.

* 1. **Reference:**

https://www.assetstore.unity3d.com/en/#!/search/page=1/sortby=popularity/query=category:0

* 1. **Contribution:**

While following the demo project, I learned to add various backgrounds in the game and movement of the player and enemy. I started with one level of the game and created 2nd level with higher difficulty.

I changed the movement of the enemy, death particles, spawn position, difficulty of the game.

* 1. **What I Learned**

I learned to

1. Develop a standalone complete entertaining game with different levels of difficulty.
2. Improve and change look and feel of different game object.
3. Positioning game camera for best game experience.
4. Add different light effects for realistic view.
5. Adding death particles after to be more realistic.
   1. **GitHub Link**

https://github.com/Subhamkar/CS485\_Assignment1.git

1. **Roll-A-Ball**
2. **Introduction**

Game is designed in such a way that the player is a sphere ball and goal is to collect 12 game objects after which “You Win” text gets displayed.

1. **Instructions**

On windows/Linux/Mac platform, ball can be controlled using 4 arrow keys. There are no additional controls

On android/iOS platform, ball can be controlled using a two axis thumb controller on Bluetooth joystick connected to mobile phone.

1. **Reference**

<https://unity3d.com/learn/tutorials/projects/roll-ball-tutorial>

1. **What I Learned**

I learned to create a basic game, counting the score and display score, build game for various platforms, test various game development stages.

1. **GitHub Link**

https://github.com/Subhamkar/CS485\_Assignment1.git

Please note that I have implemented Vir tual Reality in both the scenes. Further instructions on building game can be found at README files in both projects.