# SDV601

Milestone 3

Achuthanand Vasudevan

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# Follow the below clickable links to download the SDV602 Milestone 3 materials

[Download SDV601 Milestone 3 Report](https://github.com/achuthanandGit/SDV602-GameProject/raw/milestone_three/Milestone%203/SDV602%20Milestone%203%20Report%20-%20Achuthanand%20Vasudevan.pdf)

[Download SDV602 Milestone 3 Game Code](https://github.com/achuthanandGit/SDV602-GameProject/raw/milestone_three/Game/Bunny%2C%20The%20Saviour!.7z) – The zip will be downloaded here.

If want to clone use the link – [Clone SDV602 repo](https://github.com/achuthanandGit/SDV602-GameProject.git) and checkout to ‘milestone\_three’ branch

[Download SDV602 Presentation Video](https://github.com/achuthanandGit/SDV602-GameProject/raw/milestone_three/Milestone%203/Milestone%203%20Video%20Presentation.webm)

[Download SDV602 Presentation PPT](https://github.com/achuthanandGit/SDV602-GameProject/raw/milestone_three/Milestone%203/Milestone%203%20PPT%20for%20video%20presentation.pptx)

Journal Link - <http://sdv602.school.blog>

## **For Your Information:**

* Camera is not accessing properly when running the application in Unity Editor. But, will work properly in Mobile device.
* Inside level 2 of game the user can tilt the phone and the direction will show in the input field and can click Next button to submit. No need to manual input. I tried to control the tilting action when the user wants to input manually. But, not working as expected.