Alejandro Aquino

1. Brief Introduction of My Game

My game was designed to roll a ball from beginning point to the finish point. The main objective is carefully roll the ball without falling down. I have plank objects floating high up and the point is move across carefully and not fall. If you fall down to the ground, then you lose and can no longer get back up. You carefully have to move across platform. I made the plank object shorter and shorter as the player moves across plank objects making the game challenging.

1. Instructions

Use the arrow keys to move the character ball

← to move left

→ to move right

↑ to move up

↓ to move down

1. Reference

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

I used these tutorials to make my own rolling platforms game. Most of my reference came from the roll a ball tutorials

1. I made my own plank object and a blockade around the game. I used C# to make my player controls. My idea creation was also part of my contribution.
2. I learn to use a simple object and make that object move around the area. I also learned to code by using C#. I never coded with C# because I learned to code with C++ and C. This was something new and stressful to understand the basic player movements. I also learned to build the game after it is finished.