Donald Baltazar

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CS 485

Assignment 1 Project Report

GitHub url: https://github.com/balta014/CS485-Assignment1

**Game:** Roll a Ball (Created with Unity 5.6)

**Instructions of play-** Move the ball with the keyboard arrow keys. Attempt to collect all the yellow targets.

**Resource Reference-** https://unity3d.com/learn/tutorials/projects/roll-ball-tutorial

**Personal Contributions-** None

**Game:** Space Shooter (Created with Unity 4.6)

**Instructions of play-** Move the space fighter with the keyboard arrow keys. Shoot or avoid the asteroids and enemy fighters.

**Resource Reference-** https://unity3d.com/learn/tutorials/projects/space-shooter-tutorial

**Personal Contributions-**

1) Added new game soundtrack

2) Created a Wave counter to keep track of player progress

3) Created a difficulty increase for each successive wave the player survives

4) Changed the enemy fighter colors

5) High Score record between game plays

6) Player gets 3 lives during play before game ends with option to restart

**Lessons Learned:**

- Assets are often version dependent

- Basic game creation techniques for 3d play

- Best Practices for managing code and assets

- Use of github commits for version control

- Accessing Unity Documentation for functionality