**Ben Willcox, abstract**

I am putting together a game that is essentially a recreation of an old classic from the early 2000s, Hamster Ball. The premise of that game is that you have hamster ball that you roll around and try to make it to the end of the level before the timer runs out. I am creating something similar, but with a health bar, coins, and things that you can use the coins for. The goal of creating this game is to gain experience in solo game design and researching the documentation and code that is available to creators like myself. I am using Unity, and asset packages such as Pro Builder to create models. I am experimenting with Blender for 3D modelling and materials as well, along with Audacity for from sounds. I am also using a few free resources that I come across while looking up tutorials and guides online. Throughout the project, I have been and will continue to learn about C#, which is the programming language that Unity uses. By the end of this semester, I am hoping to have a playable game that I can continue to update in the future, hopefully along with an .exe file that other users can download and run the game with. The hardest part of this project is making all the individual components that I learn about online come together to work in unison for a cohesive end goal.