

Unity Game Development Course 2024

Łukasz Piwowar

Task 3

deadline: 6.XII.2024

1. [40 points]

Create your second game using Unity, focusing on full 3D implementation.

Your project must:

- Be initialized as a 3D project**
- Utilize 3D assets throughout**

Select one of the following games:

Escape room

Bomberman 3D First Person/Third Person (camera behind the character)

MiniGolf