**Game Development and Visualization Mini project 2: 3D Games**

**FALL NINJA**

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## Brief Introduction

To bring the inspiration for everybody around us to be active after a long-time lockdown due to Covid-19, we create a wonderful game called “Fall Ninja”. The game operation is quite simple, the ninja is on his way to deliver a secret message to his master, and he must dodge any obstacles coming to avoid being caught, the more obstacle he dodges, the higher score you can get.

## Gameplay

## 

## How to play:

## + Press A for moving left

## + Press D for moving right

## + Press W for moving forward

## + Press S for moving backward

## + Press Spacebar for jumping

## + Press Esc for pause and open menu

## You need to dodge any obstacles and reach the finish line

## Features

## Pause Menu

## In Pause menu, we have 3 features, resume, menu and quit. With the resume option, you can return to your game. The menu option allows you to access the main menu. And if you click quit, you will exit the game.

## A video game screen capture Description automatically generated with medium confidence

## Pause Menu UI

## Main gameplay

## - As for the gameplay feature, we will let you read the description in the Game play paragraph to understand how it works.

## References

1. Sound Effect & Music: <https://freesound.org/>
2. <https://www.youtube.com/watch?v=zc8ac_qUXQY>
3. Animation: [https://www.mixamo.com/?fbclid=IwAR0Jr4y6BVNQid3vFFC3gwlm0laZ\_ub4AKDe9s14fkOIvlKR\_SqFOQPkBwk#/?page=1&query=ninza+run](https://www.mixamo.com/?fbclid=IwAR0Jr4y6BVNQid3vFFC3gwlm0laZ_ub4AKDe9s14fkOIvlKR_SqFOQPkBwk%23/?page=1&query=ninza+run)
4. Character Asset:

<https://assetstore.unity.com/packages/3d/characters/low-character-pack-free-sample-192954?fbclid=IwAR0oP8UP45kKo302u5CjC3FolZ6g2Sy6Du6fLulY1apQ99wN-3aEyIGlJyw>

1. Obstacles Course:

<https://assetstore.unity.com/packages/templates/packs/obstacle-course-pack-178169?fbclid=IwAR3uXZWEZmB7QK3cDxU6gF2Ch5wYOWELIU2DtxxGMofC-SOc_7y8rGNJgU4>