Weekly Blog Antonio Quesnel

April 3, 2018

Downloaded Unity Model and level scenery

April 4, 2018

Created the level design for the first 3 levels out of four. As well downloaded more scenery scene from the unity store a well as some skybox texture.

April 5, 2018

Created a variable that when the player gets the answer correct for the math question he/she will receive a token. These tokens allow the player to use the spacebar to make the character jump over obstacles. Each jump cost one token

April 6, 2018

Created a obstacle prefab