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

April 10,2018

Still working to create a script in unity which will allow a player to share their score (the percentage of answer they got right). I have got some resources on how to get this started by using the information on <http://unity3dtrenches.blogspot.ie/2014/07/unity3d-how-to-post-to-facebook-from.html>. I do however, have to modify the code since I will want my variables in the PlayerData.cs to be utilized.