Project Report



Project Name: **Ball Collector.**

**Name: Student I’d Class I’d**

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**Introduction:**

In this project we have used the programming language C# and Unity Platform. In this game their will be one player. User is the Player. The main function of this game is to collect the ball. This project have multiple screen to make the game more easier.

User-interface is provide by the means of keyboard. To move the ball in any direction. We also add some jumper to make the ball in different angle.

**Objective Of Game:**

The Game Object of the coin is a prefab and is being loaded by another main Game Object in the scene. There are two C# Scripts, one is for the Score Text Script and the other one is for the Coin Script. The main objective of this project is develop a graphic package which support the 3D Game using unity. As the whole game must be user friendly interface and to apply the skills which we have learn in our class.

**Software Requirements:**

The following Software we have used in our project:

* Visual Studio.
* Unity.

**Features:**

* Coins
* Ball
* Jumper
* Scoreboard
* Texture
* Sound
* Multiple screen.
* Wall.
* Score Count.

**Result:**

* We make the story idea about the project and process this game and finally we have completed this project.
* The whole group played an active part of discussion while making the project.
* It was a quite learning and experience project that how to make a game on the unity.
* The project also help us to create an interest in the field of game development.