

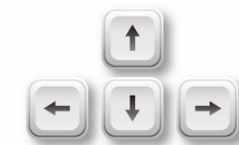
Our Game is

SLIME CULTIVATION



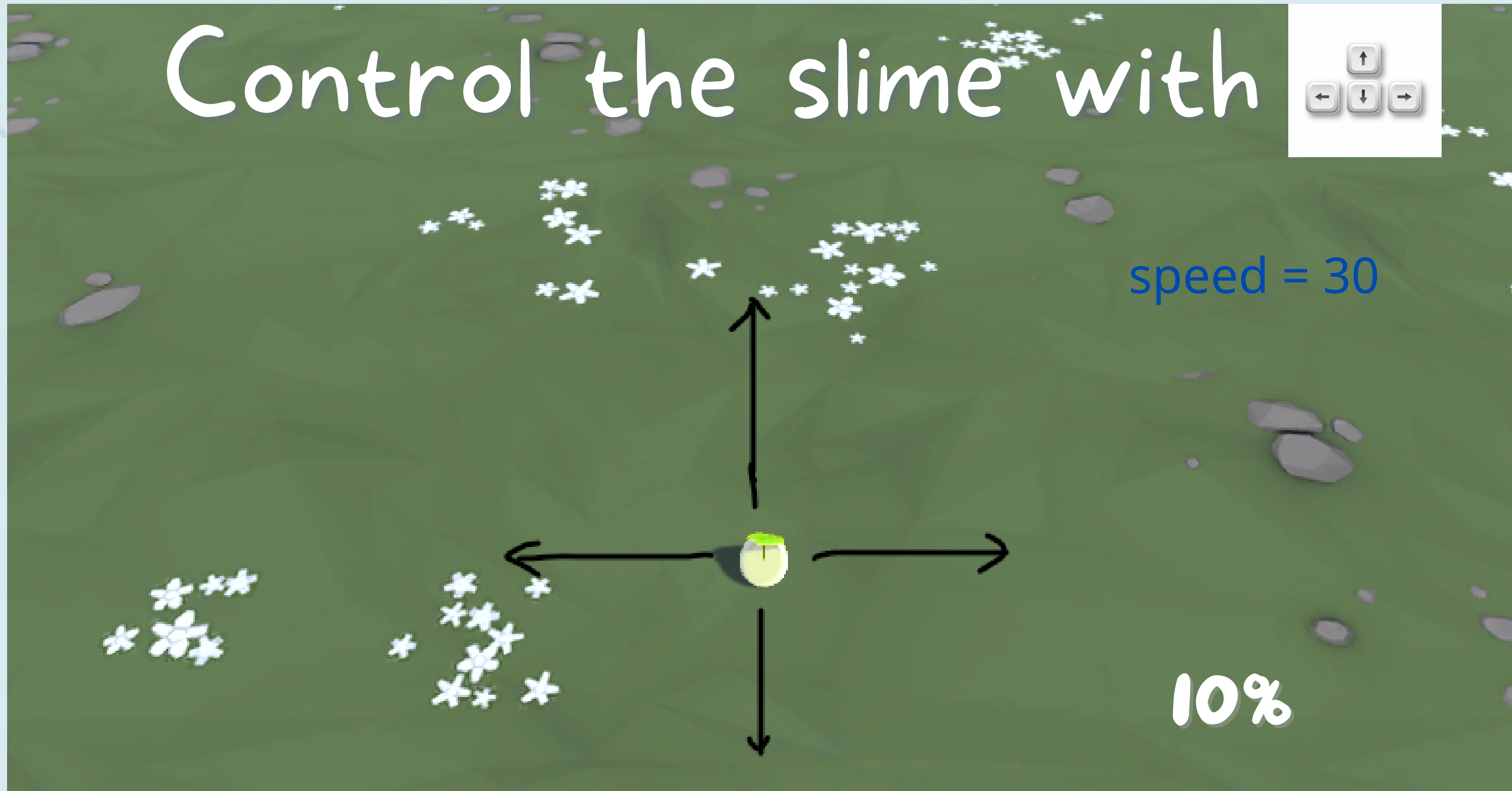
# MISSION 1

Control the slime with



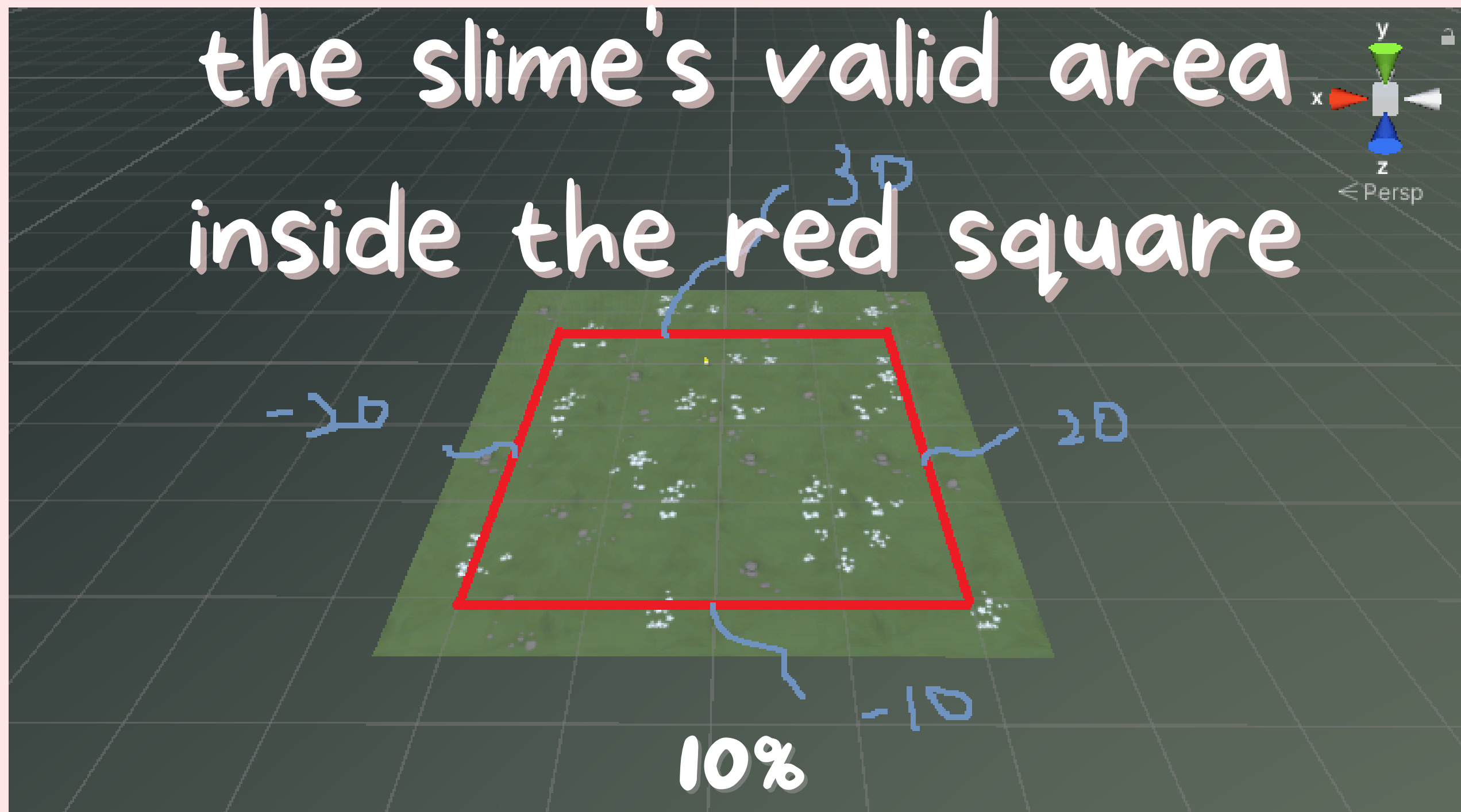
speed = 30

10%



# MISSION 2

the slime's valid area  
inside the red square



# MISSION 3

Camera follow the slime



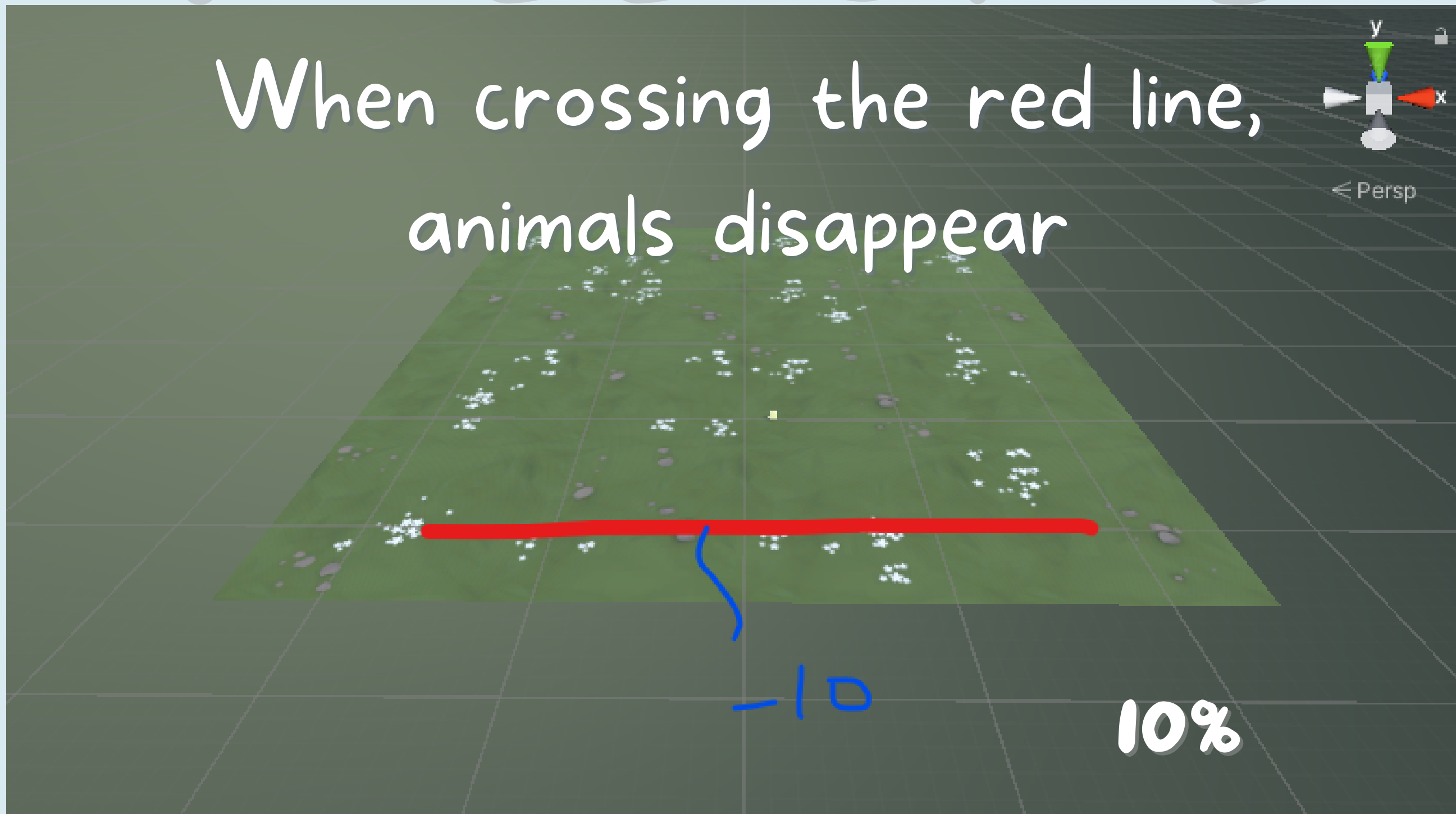
# MISSION 4

Animals face the slime go forward



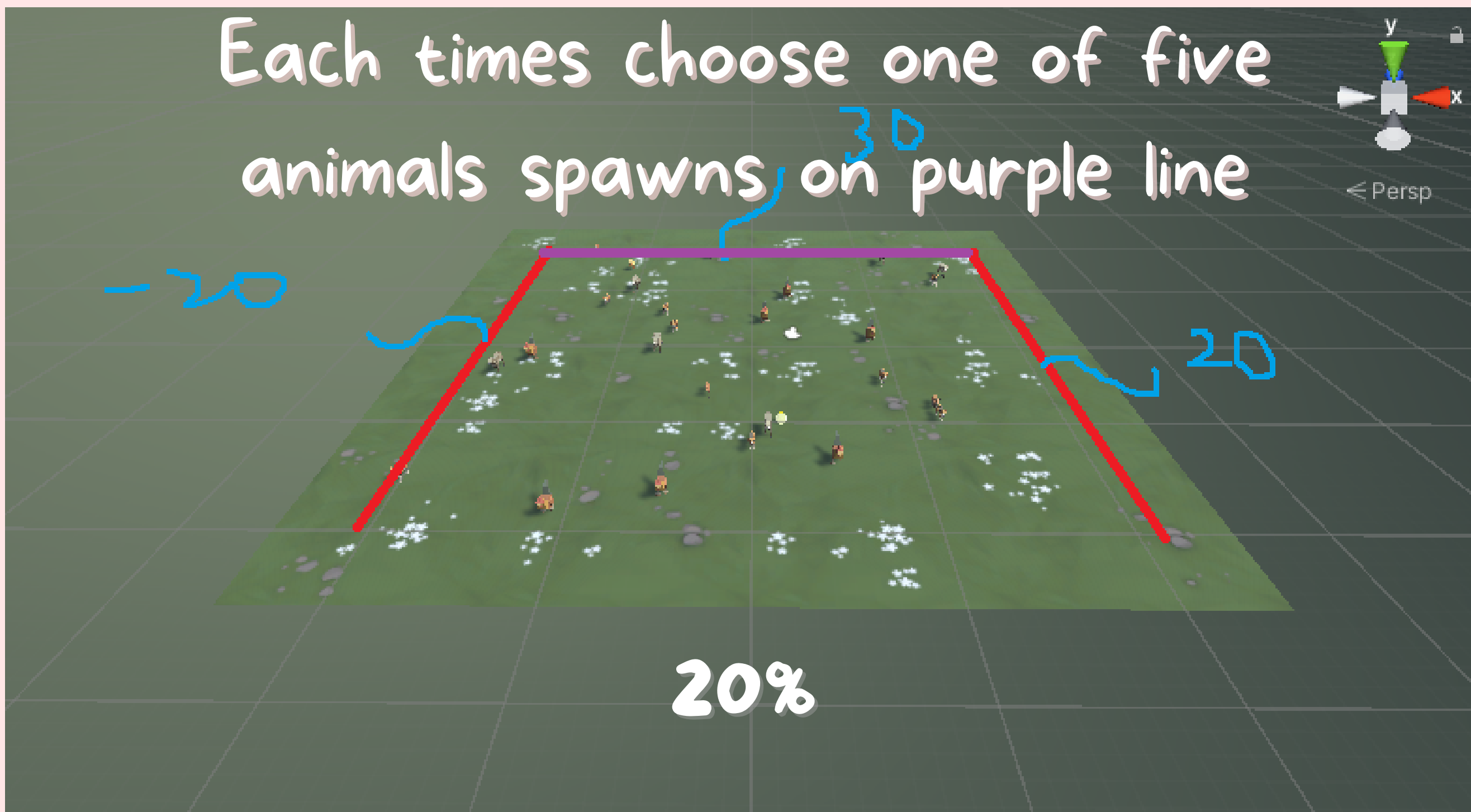
# MISSION 5

When crossing the red line,  
animals disappear



# MISSION 6

Each times choose one of five  
animals spawns on purple line





# MISSION 7

When the slime touch an animal... Ohhh Yummy

I'm going to die.

20%

I will become bigger but speed  
will slower 1%

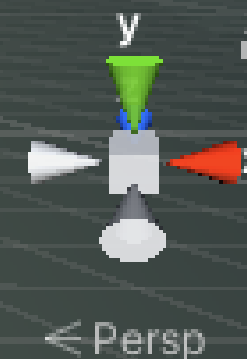
Hint: You can use "transform.localScale" add new  
vector to grow three axis about 0.1



# MISSION 8

Press "Z" create an obstacle

Both random range and slime movement range are same



I pressed "Z" 6 times.

10%

**Some value I did not  
mention it. You can  
set it what you want**

# LET'S SEE THE DEMO VIDEO

<https://youtu.be/CXDxk4fW8qA>

