Giorgio Giudice 3/6/2020

Blender / Armory Game

**What is the game about?**

*I used Armory with Blender to make a simple game where the car can be moved as a dynamic/rigid body using the keyboard arrows.*

*The goal is to exit the maze by entering the void with a moving barrel as obstacle (animation)*

**Goals met:**

* incorporate one or more custom meshes:  
  *yes, I added walls, a barrel, and a car.*
* include a baked procedural texture

*all objects have their own UV texture and shading*

* include an animation:

*The cycle is of 200 fps and the barrel goes back and forward to close the exit and open it again*

* have some type of user interaction

*the user can move the car with the directional arrows*

* You may also use logic nodes for other behaviors

*I have used logic nodes to make the movement of the car possible*

* Incorporate some type of physics simulation

*Armory is what handles the physics primarily. If the car hits any other object in the screen it will receive the inertial resulting from the hit.*