

# CS 175: Final Project Report

Grace Zhang, Yong Li Dich

Roll-A-Mole

# Contents

<b>1</b>	<b>Project Overview</b>	<b>3</b>
<b>2</b>	<b>Project Components</b>	<b>3</b>
2.1	Walls . . . . .	3
2.2	Collectibles . . . . .	3
2.2.1	Rotating Collectibles . . . . .	3
2.3	Text . . . . .	3
<b>3</b>	<b>Camera and Lighting</b>	<b>3</b>
3.1	Camera Following Player . . . . .	3
<b>4</b>	<b>Design</b>	<b>3</b>
4.1	Collision Detection . . . . .	3
4.2	Prefabs . . . . .	3

# **1 Project Overview**

## **2 Project Components**

### **2.1 Walls**

### **2.2 Collectibles**

#### **2.2.1 Rotating Collectibles**

### **2.3 Text**

## **3 Camera and Lighting**

### **3.1 Camera Following Player**

## **4 Design**

### **4.1 Collision Detection**

### **4.2 Prefabs**