**Haris Rao**

**Game Prototype**

**Aim Practice**

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Being a hardcore FPS online multiplayer gamer myself I like to practice my aim by playing simply games that help you get precise with mouse tracking. I designed this game Aim Practice where random spheres show up on you screen and you have to click to destroy them. When the game initially begins the speed starts off at a spawn rate of 1 sphere per second which increases as the game goes on. If there are 10 or more balls on your screen at one time the game resets and records your score.

**Implementation**

* Object Spawning Randomly but also keeping track of the world space and to now spawn on top of each other by using Physics collision checking.
* Click to Destroy objects.
* Beginner User interface to record current speed and High Score saved using player prefs.