**Final Project Documentation**

My final project is a reiteration of my 3D Project 2. At the start of that project, I did not really know or frankly care what kinds of game I made. However, I knew that my favorite games are combat games, like Call of Duty, and that my career would probably be made developing video games with replay value like multiplayer combat games if I chose to go down the game development career path. Thus, I set out at the beginning of the semester, only having word-of-mouth experience in Unity, developing a survival combat game in Unity.

I started with creating the terrain. I really enjoyed creating the terrain and main menus, the user experience, because it allows me to bend the storyline to my liking and is arguably easier to implement than any coding because all I had to do was drag and drop assets. I spent many hours making a nice world terrain and main menu that matches the storyline but lacked fine-tuning in the functionality requirement.

Creating a round-based combat system was difficult. Not only did I have to animate a player controller with colliders and UI elements for combat, but I also had to