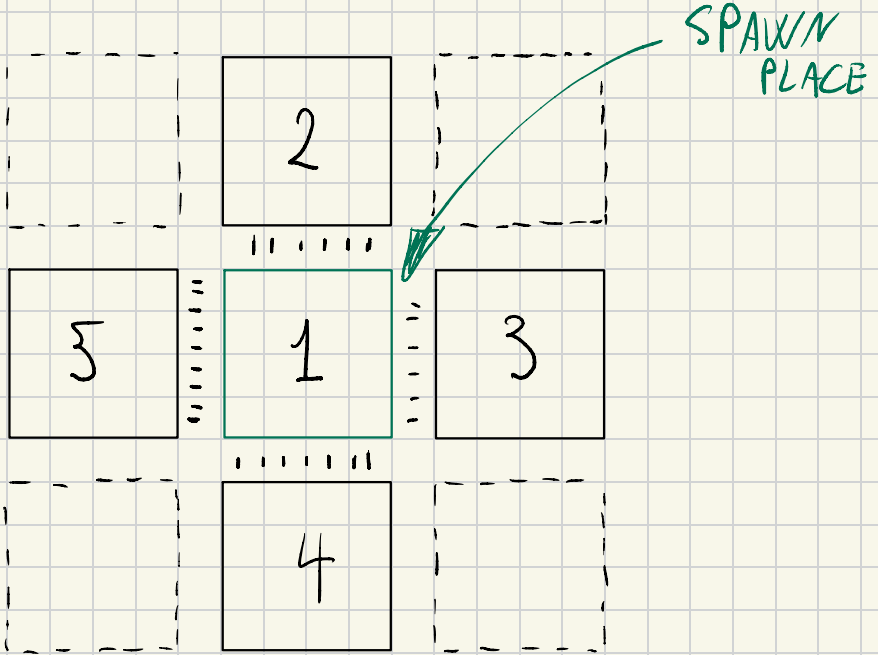


Our world

NINE IS BETTER
THAN FIVE



|||||

LOAD SCENE

(5 DIFFERENT SCENE) → 5 DIFFERENT BIOMES?

PURPOSE OF THE GAME? → DRAG AND DROP A COLLECTABLE ITEM IN THE 5 DIFFERENT SCENES

AN EXAMPLE:

YOU SEARCH AND FIND AN ITEM IN A BIOME AND YOU MUST TO BRING THIS IN AN OTHER BIOME

OUT UI



YOU ARE A GOOD.
A GOOD NEVER DIE

THIS IS NOT
NECESSARY

Hunger

YOU MUST COLLECT THIS
MATERIAL IF YOU WANT TO
HAVE THEM IN YOUR INVENTORY



ONE WEAPON
FOR ALL GAMES

WEAPON
(PICK?)

GRASS BLOCK



SAND BLOCK



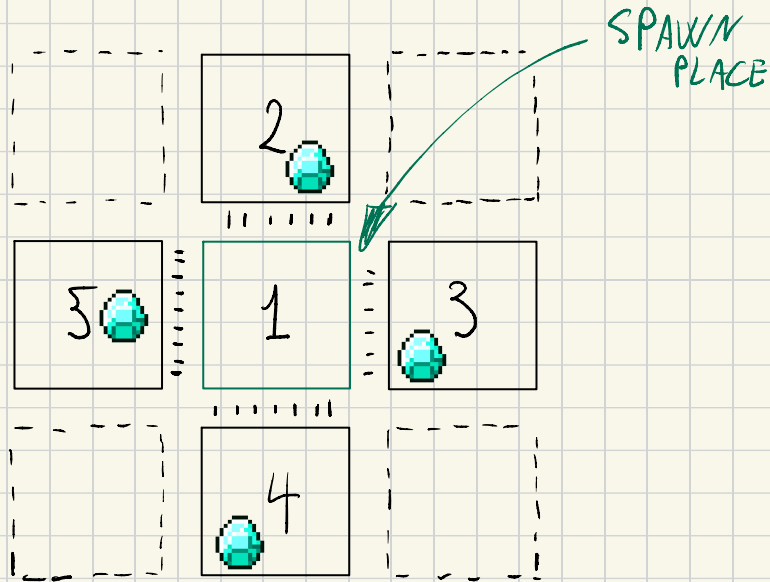
STONE BLOCK



Purpose of the game

- find 4 different diamond and drag and drop all of them in the box placed in the shown area

"If you don't love it,
you're gonna fail"



- When all of them are placed in the spawn area you win (that's all) → yes, it's a good game

Where we work?

Unity version 6000.0.39f1

We use GIT repository with Github desktop SOFTWARE :

REPOSITORY LINK :

<https://github.com/IIFlynz-png/MiniCraft>

+

