

# CS 485 HW Assignment 1 Individual Project

---

Feb 12, 2018

Khaled **OUNAJJAR**

**URL:** <https://github.com/kldeydey/HW-1----Individual-Project-VideoGame-Unity-.git>

## 1) The Game

The game is developed using C# and Unity 3D.

First, a **Menu** allows you to choose the game you want to play (Roll a Ball or MyGame, two different scenes) and an Exit button to quit.

**Roll a Ball** is a 3D game with a rolling ball you move to pick up “Coins” to increase your score.

**Instructions:** *Use arrows keys to move the ball (left/right & up/down)*  
*Use “Escape” key to go back to the Menu*

**MyGame** is based on *Roll a Ball*; it is a 3D Game with a Cube you move to get coins too.

However, you need to go through the world jumping on several boxes if you want to win.

Be careful not to fall before the end 😊 !

**Instructions:** *Use arrows keys to move the ball (left/right only)*

*Use “Escape” key to go back to the Menu*

## 2) What else

This game was made only with Unity Resources so it's still possible to improve it. (Textures, Levels, Character...)

I learn a lot about **C#** and **Unity 3D**. I master rather well all the concept I saw (Asset, Scene, Prefab, Script, Materials).

I am now comfortable with the interface and very excited to make another game using Pathfinding, AI and beautiful Textures.

😊 **HAVE FUN** 😊