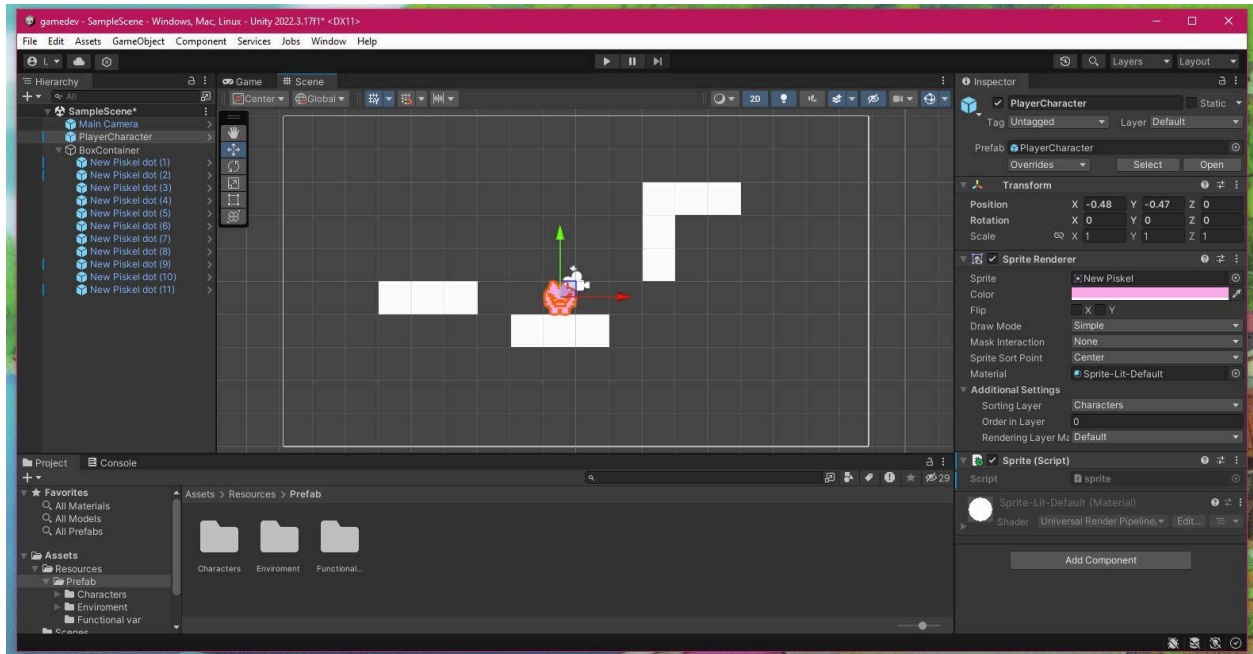


Litzy Zelaya

llv964

Unity proof:



I played Rocket Sword because it's free:

What did you enjoy about this game? I love the chaos in the fight play and going up to see the pretty moon. What did you dislike? I disliked that the aim box was so small it was hard to control as a newbie.

What about this game seems challenging to implement? Having everything try to attack you at different speeds and directions while I, the target is still moving seems difficult to implement.

Why do you think I made you play this game? I think this game was maybe made in Unity and you made me play it to see what is possible to create in Unity. It is also fun so I think it inspires creativity for our future projects.

Did you play this or watch a video instead? I played the game.