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Report for Assignment #1

This is a game Scenario based on the tutorial offered on the unity website. While controlling the ball, the player has to manouver the path forward and collect all the yellow cubes to win the game. Use the arrow keys to controll the ball.

Assets I used:

- https://www.assetstore.unity3d.com/en/#!/content/32020

- https://www.assetstore.unity3d.com/en/#!/content/50290

- https://www.assetstore.unity3d.com/en/#!/content/28758

- https://www.assetstore.unity3d.com/en/#!/content/32351

I modified the playercontroller script with a respawning in the case of death. I also added the movement of the platforms, and designed the level. I learned how to use C# script, how to create a game environment and create pickups as well as a player object. As a way of improving my existing game, I would add more levels, a freely movable camera, I would make the platforms move the playercharacter and I would add modify the movement of the player to include loss of momentum if no button is pressed.