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In my unity game, I have a starting menu Titled Arcade and has 2 buttons one for Secen1 and another for Scene2. If you Click on the Scene1 it will take you to the Tutorial from Roll a Ball. Then it lets you play the Game and when done it Closes you from the game. For Scene2 it takes you to a Game with A maze the player starts at the center of the maze. You need to collect the items on the maze. The cubes are 2 point and the pills are 1 point. After you have collected a score of 12 point you win and the games closes. How to play the games to play Scene1 you use the arrow keys and you collect all items. For scene2 you try to get the yellow cubes because they are worth more points in order to win faster. For both scenes I used the scripts from the roll a ball tutorial for the player and camera. From this assignment a learned how to script with C# as well with working with X, Y, Z plane creating objects. I learned how to change scenes, how to work with unity, how to link the scripts with the players and other objects in unity; how to work with GitHub, how to organize my project. In the future I would improve my organization by starting with main menu and my other scenes. Even though I did not have characters in my game I learned how to work with them and working with the animator I played with it a bit. In the future I would make a game with characters and using the animator. For my Scene2 I would want to add a timer where it would end the game by adding a timer script to the camera and when it’s done I would quit the game by using Aplication.Quit(). function. I would improve my main menu with graphics. I created the main menu and made buttons in order to link to the scenes. Added different colors to objects. I made my made by scratch by using cubes. I added new objects and a new plane filed for the ball.

Comment for Instructor: I did 2 projects instead of making 2 scenes. Thus I exported a project and imported it back to another project. In the process something went wrong with my tutorial game and I had problems with the main menu I would get a errors about assetsBundle thus I had to remake the roll a ball scene in order to link to that scene. So I have 2 roll a ball game in my project.