Mini Game 2

Stage 1:

1. Build the platform.
2. Each of us will import, place and apply the textures on the models

1. We will all build the 2 platform planes.
2. Start dividing 3D models
3. Main character.
4. Friends. (“Ahmed Osama”)
5. Enemies. (“mostafa”)
6. 3am sa3d.
7. Clubs (will be manually created) (“Ahmed Osama”)
8. Lectures -Tutorial. (“Mostafa”)

Stage 2:

1. Code implementation of each of those 3D models presented and the interaction between those 3D models and the main character.

Friends. → less stress

Enemies. → more stress, more knowledge, GPA (based on knowledge)

3am sa3d.(“mostafa”) → less stress

Clubs (will be manually created). (Mostafa) → less stress, more knowledge

Lecture -Tutorial. → more knowledge, more stress (“Ahmed Osama”)

1. Choices and canvas.
   1. Main menu
   2. Pause screen. (Mostafa)
   3. In Game overlay canvas (Ahmed Osama)

Stage 3:

1. Particle system. (Mostafa)
2. Visuals. (Ahmed Osama)
3. Integration.