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CS 485

A brief introduction to my game:
My game is consisted of 3 levels.The first level consists of collecting 21 car objects ,there's also a count to keep track of how many objects you have collected.Once you collect all of them which you have to collect all ,the first wall will open.Once the wall opens the user will see 2 ramps which have rings in them,the point is to drive through the rings.The object count should rise when you pass through a ring.After you drive through the rings the second wall should open.Leaving you with a ramp visible,the point is to drive up the ramp and to try to get to the yellow ending after going through a track without falling.If you make it to the yellow ending you have completed the 3rd level and won the game.

Instructions of playing your game:
You can use the up down left right keys in the game to drive the car .For the 1st level you have to collect 21 objects for the first wall to the 2nd level to open.Once you collect the objects the wall should open and you will see 2 ramps with rings on top of it.Then you have to drive through the rings for the second wall to open.Once the wall opens to the 3rd level you will see a ramp to go up and above the ground to drive through a track ,if you fall you have to start over.The point is to get to the yellow part.Once you get to the yellow part you would have completed the 3rd level and won the game.

References:
I used the car reference in standard assets but still added my own components and scripts to it.Also used the ramp model from standard assets but had to add all the components to it.I also used different textures to make my project look nicer.

My contributions:
In level 1 I created all the car objects via 3D objects in unity ,I added a script so the car objects could be collected via the car.I gave the car the rigid body component and mesh component with a script i wrote so it could work with other objects.I added a wall so it could separate the 1st level with the 2nd.Once the objects were all collected there was a count that directed the wall to open in my script.Also i made an object count so the user would know how many objects it needed for the wall to open up.

In level 2 after the wall came down I made it so two ramps would appear with rings above it. I had to add the components for both of these.Then i added a cube in the middle of the ring obviously made it not visible by deactivating the mesh render but added the same tag and components as the car objects previously collected to continue the count of these objects.Once the two cubes inside my rings were collected in the script I wrote the 2nd wall would open to the 3rd level.

In level 3 i added a whole track for the car to drive through out of planes.I made it be above ground to add a level of difficulty.I added the components to the ramp so it would be high enough to reach the trail I created.If the user fell they would have to go back to ramp to start over.Once they reached the yellow part of the road i made it in my script so it would show the user a "You win" message concluding the game.

What I learned from this assignment:

I mainly learned about github;however I struggled with it a lot trying to correctly put all the files into it .I also learned a lot about unity but mainly out of trial and error.How to create all these scenes and actually make a game.I have a lot of improvements i would like to do for the game just to polish it more.Adding in higher ramps and trails.I would mainly want to make the difficulty level higher.