☰ ○ **ngallojdam /**
       My-first-project-in-Unity   🔍 ✉ 👤

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👤 **ngallojdam** Update README.md   0faeaf6 · 5 minutes ago 🕓

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My-first-unity-project (https://github.com/ngallojdam/My-first-project-in-Unity)

My first experience with Unity based on the assignment to be delivered. Unity game: rolling a ball

Full stack example with Unity

This project is a simple Unity game where players (the white ball) can jump and collect items, while running away from enemies and avoiding obstacles. The game is developed in C# and Unity and features sound effects for actions such as jumping and collecting items, as well as stage scoring and total score as long as you are playing and do not exit the game.

Getting started

These instructions will help you set up and run the project on your local machine for development and testing purposes. As you know, neither GitHub nor the Unity cloud allow hosting large amounts of data, which is why the entire game itself is hosted on my Google Drive, whose link is: https://drive.google.com/drive/folders/1ue-QB3SdZ3FLxQWnXXM4IkxsvlwSToCY?usp=drive_link

As you can see, the game consists of three phases (minigame, minigame1, minigame2). In each of them there are a series of elements that you must collect, avoiding obstacles and enemies. You will win the game if you manage to overcome all three phases. GOOD LUCK!!!

Prerequisites

Make sure you have the following installed:

- Unity Hub 3.10.0
- Unity Editor (version 2022.3.50f1 or later)
- .NET Framwork
- Visual Studio Community version 17.11.5

Installation

1. Clone the repository: https://drive.google.com/drive/folders/1ue-QB3SdZ3FLxQWnXXM4IkxsvlwSToCY?usp=drive_link

2. Open the project in Unity Hub.

3. Wait for Unity to finish importing the assets.

Make sure all audio files are imported correctly into the Assets/Sounds folder.

Contributing

Please read CONTRIBUTING.md for details on our code of conduct and the process for submitting pull requests.

Authors

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See also the list of contributors who participated in this project.

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A tip for anyone whose code is used Inspired by several Unity tutorials, in particular Profe TIC's Complete Unity Course https://www.youtube.com/playlist?list=PLNFqyZnKIlCLIJCLnqRnbXroq0X_qCY6x Special thanks to the Unity community for their support.