

# Final Project

## 3D

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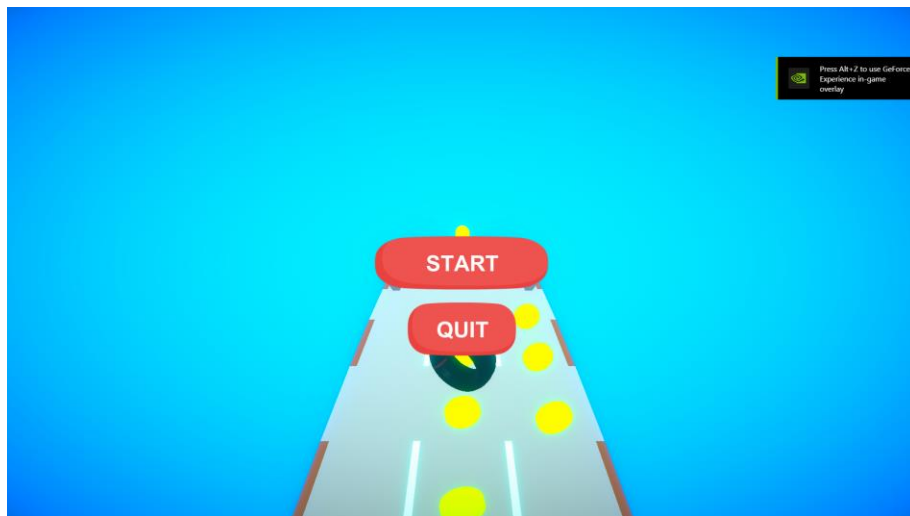
### I. General Information

**Game type:** Endless runner

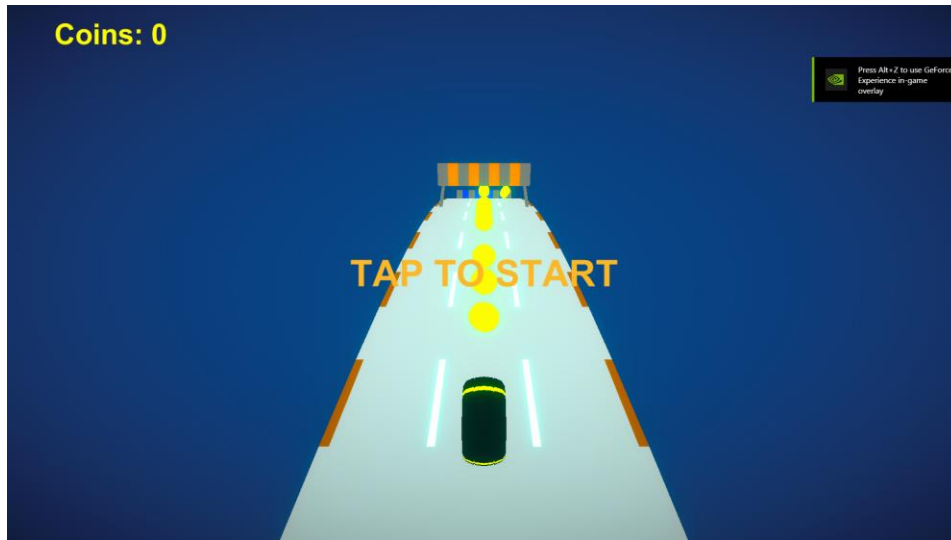
**Game name:** TheRollingWheel

There are 2 scenes:

Main Menu:



Level



## II. Features and Techniques

### Main techniques:

- 3D Game
- GUI
- Scripts
- Animation
- Audio
- Post Processing and Curved Shader
- 3D Models (import)

### Control:

Swipe Control

Using mouse on PC and WebGL.

Using finger on android phone.

## III. Builds

- PC (.exe)
- WebGL (.html)
- Android (.apk)

## IV. Reference

### GitHub repo:

[https://github.com/nguyenhaison1999/3D\\_1751089\\_1751100](https://github.com/nguyenhaison1999/3D_1751089_1751100)

### 3D models:

[https://drive.google.com/file/d/1XH\\_aM\\_UhTUHdq\\_iZJ6ggop0kGnpRe-qE/view](https://drive.google.com/file/d/1XH_aM_UhTUHdq_iZJ6ggop0kGnpRe-qE/view)

The YouTube series that helps us build this game:

<https://www.youtube.com/playlist?list=PL0WgRP7BtOez8O7UAQiW0qAp-XfKZXA9W>