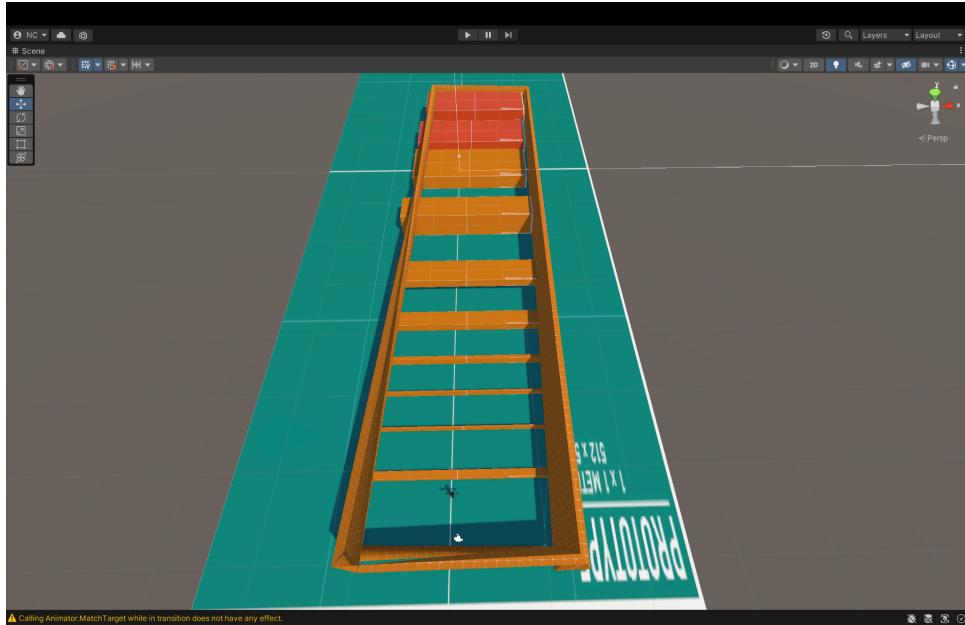


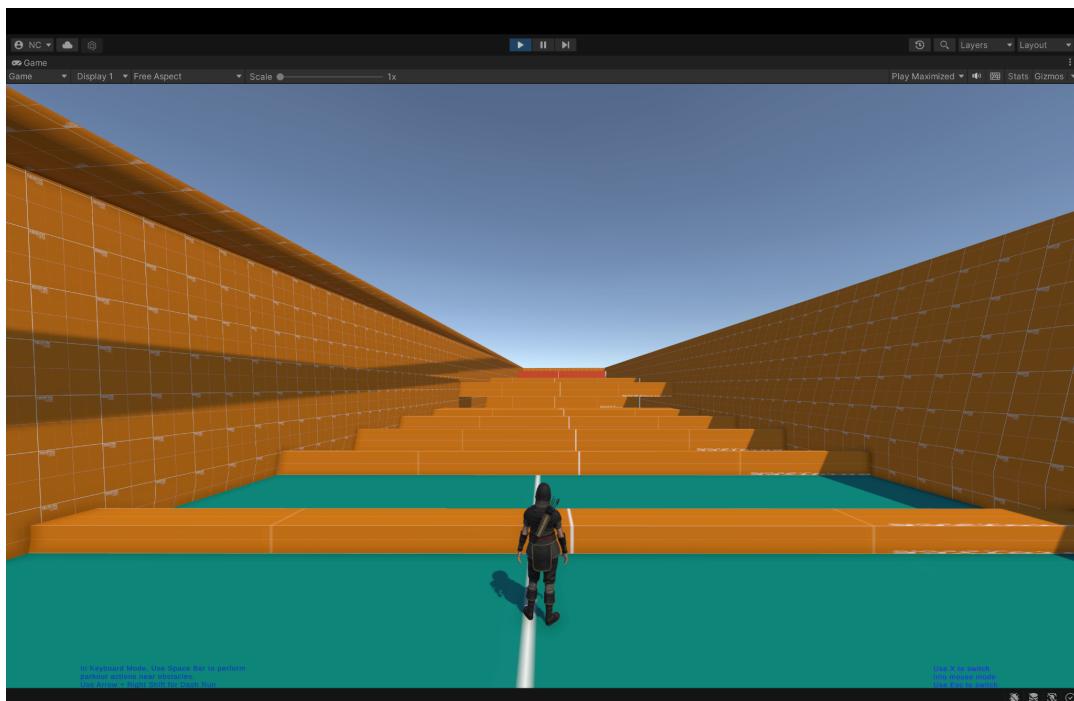
Environment :

Have used ProBuilder to create objects onto the plane. Also added the background audio that plays when the game is running.



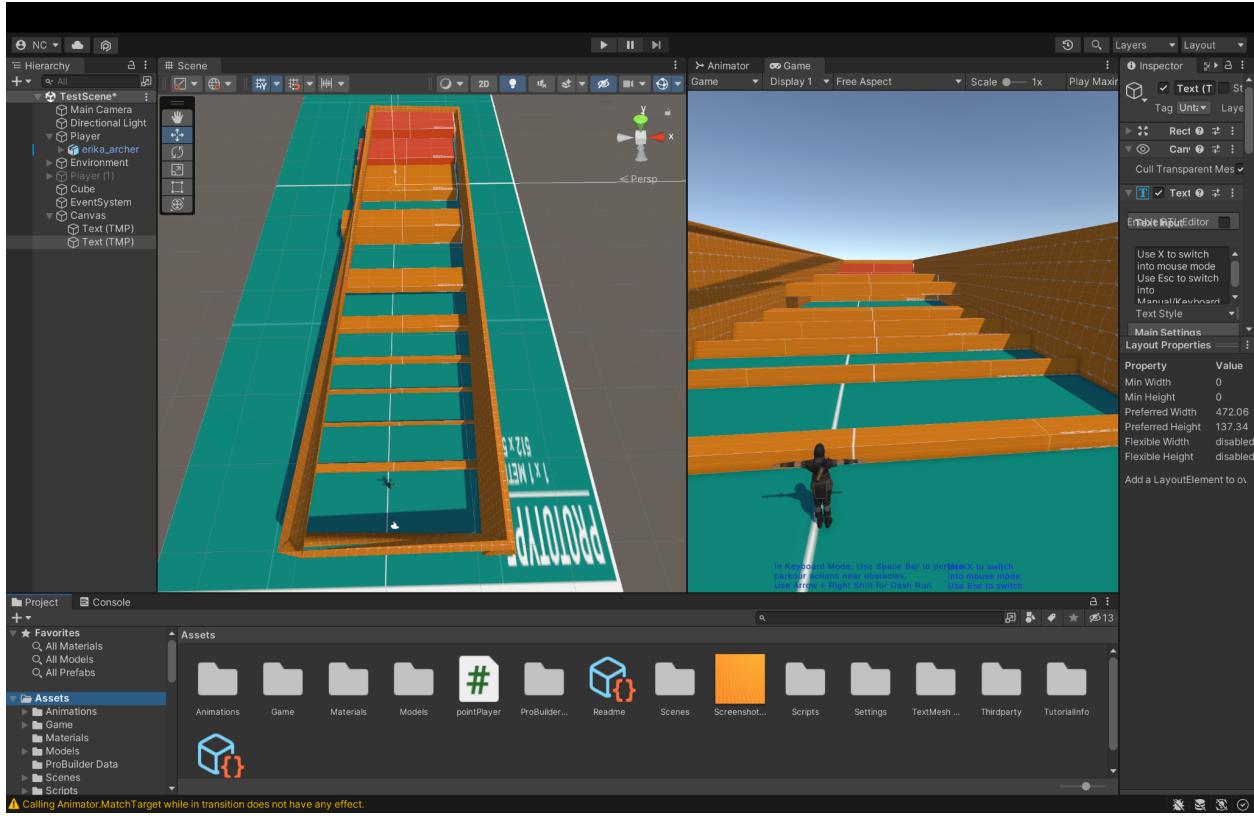
Game View:

Encapsulated in a large size cube with obstacles.



Camera:

Camera Object always follows the player in keyboard mode same as in third person controller.



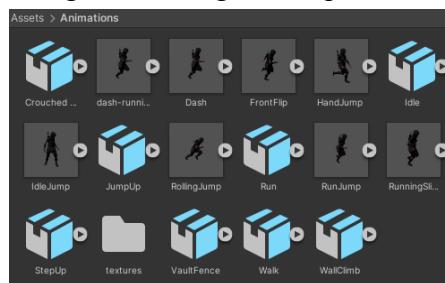
Obstacles:

In this Game, we made use of various kinds of obstacles with different height

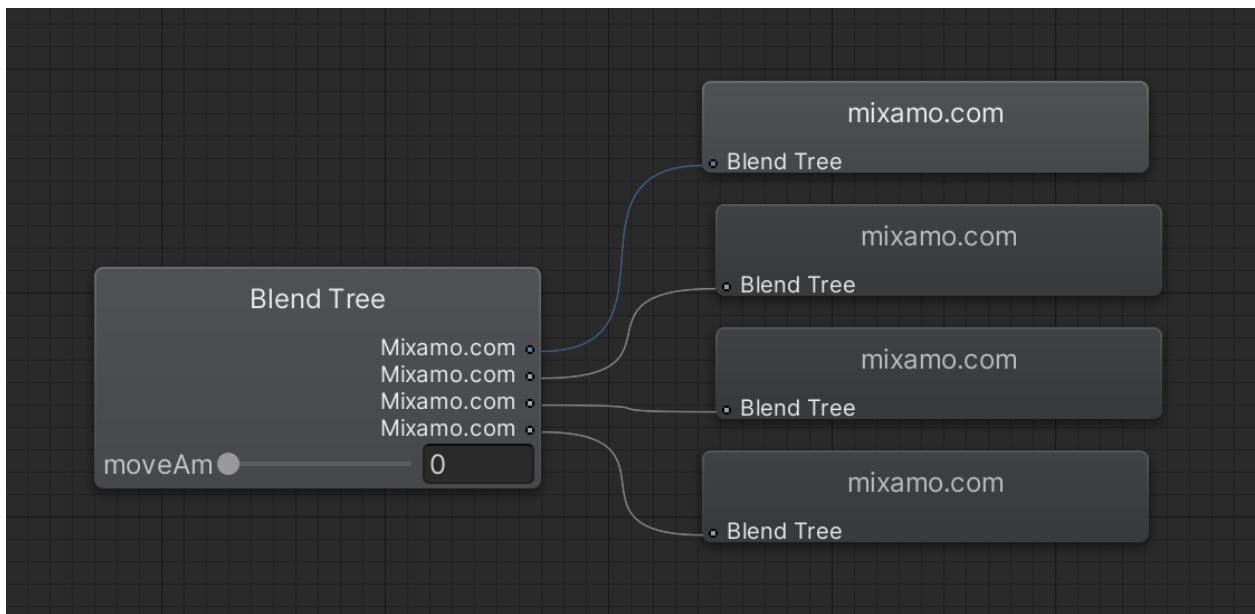
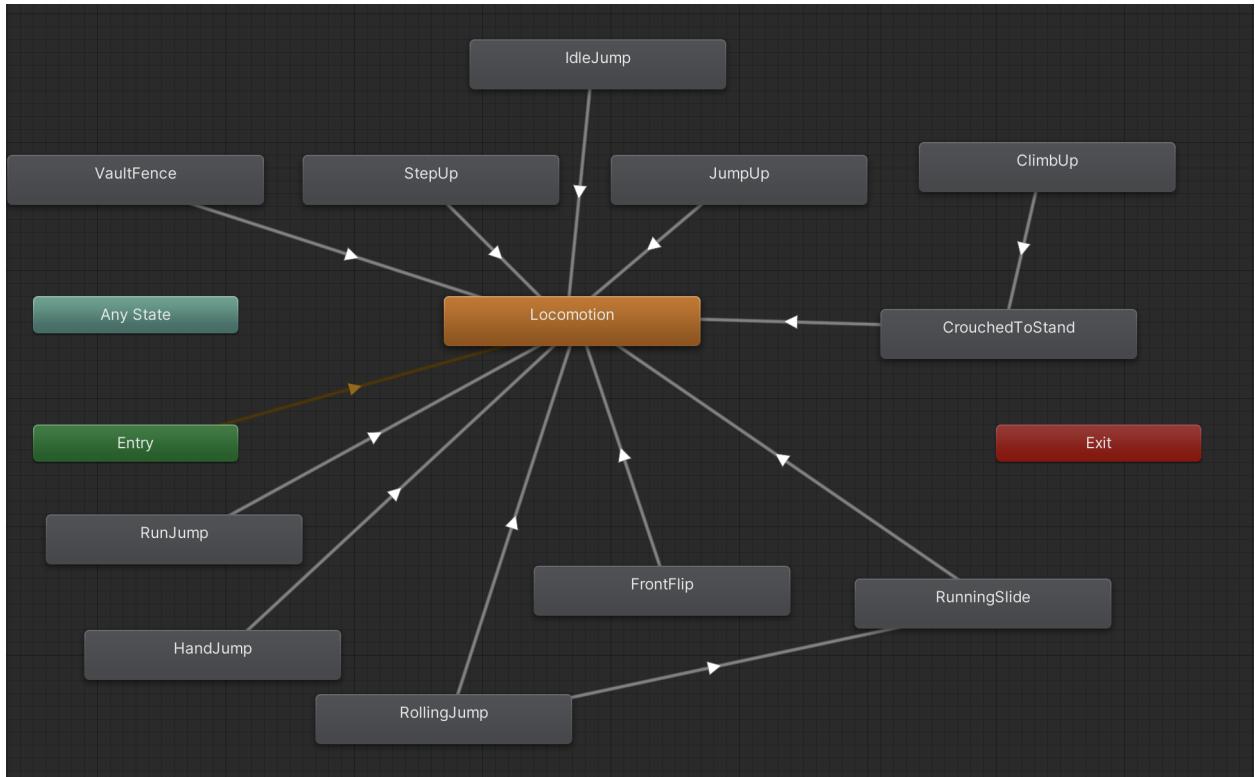
Animation:

Used a variety of animation from the adobe mixamo.

In this game, we used target matching techniques to use the same animation with different

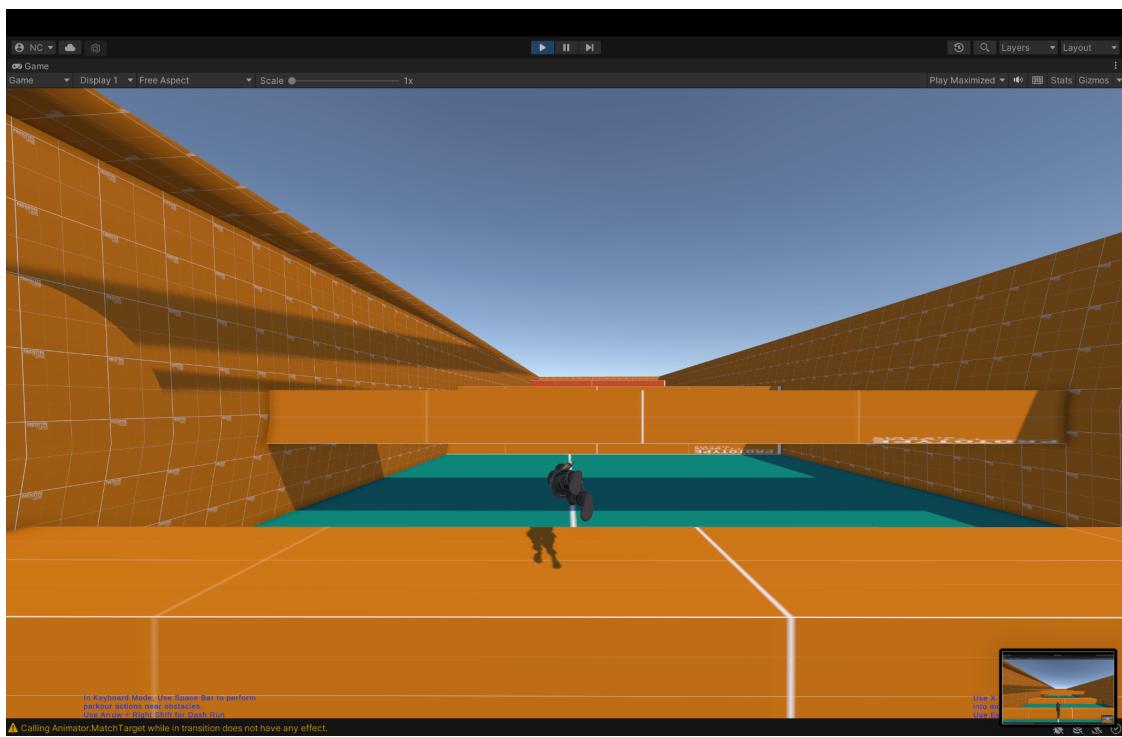
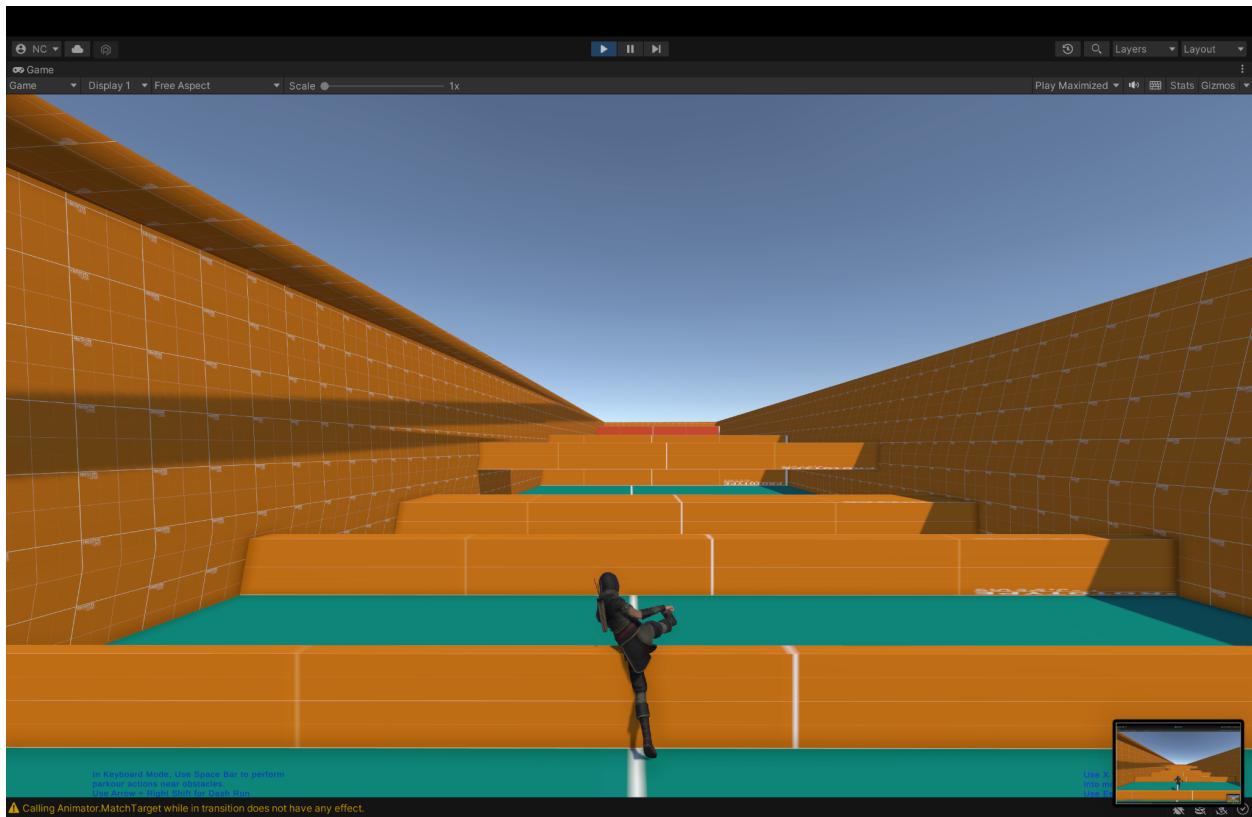


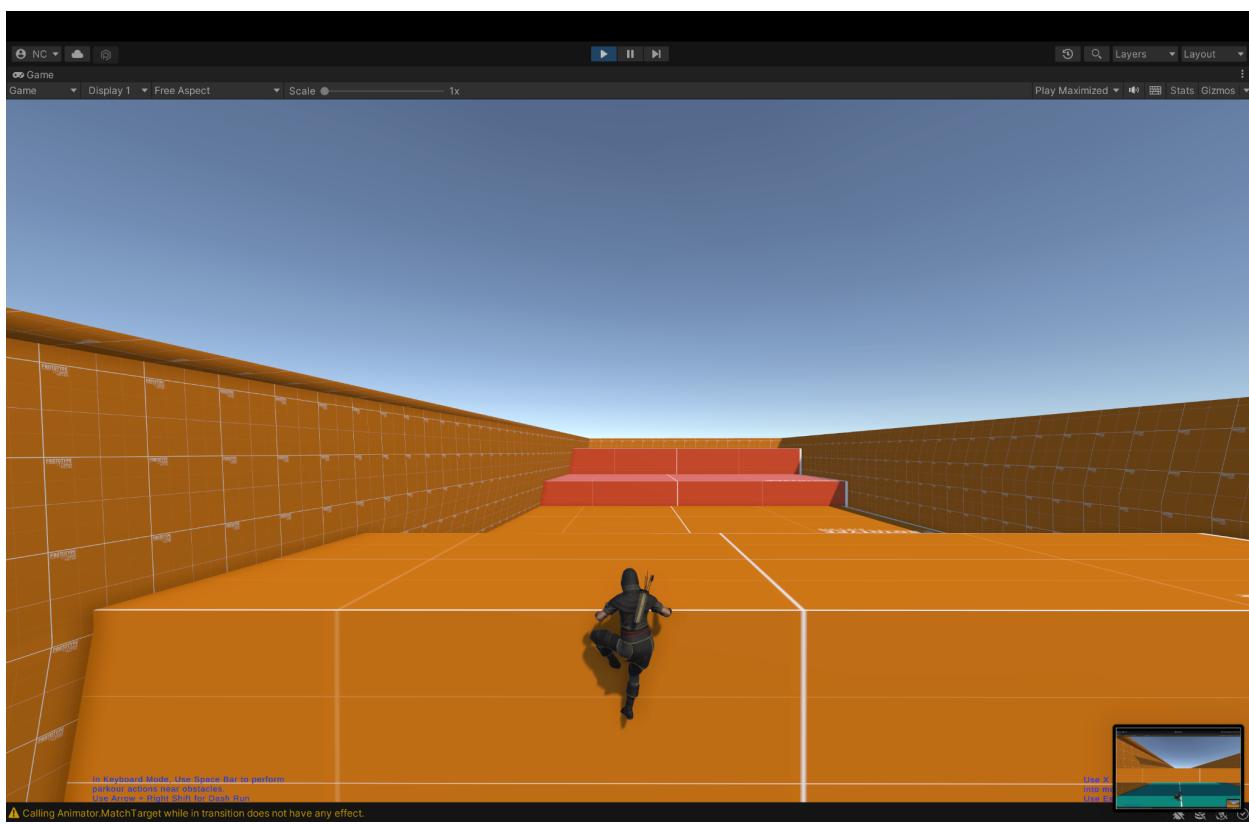
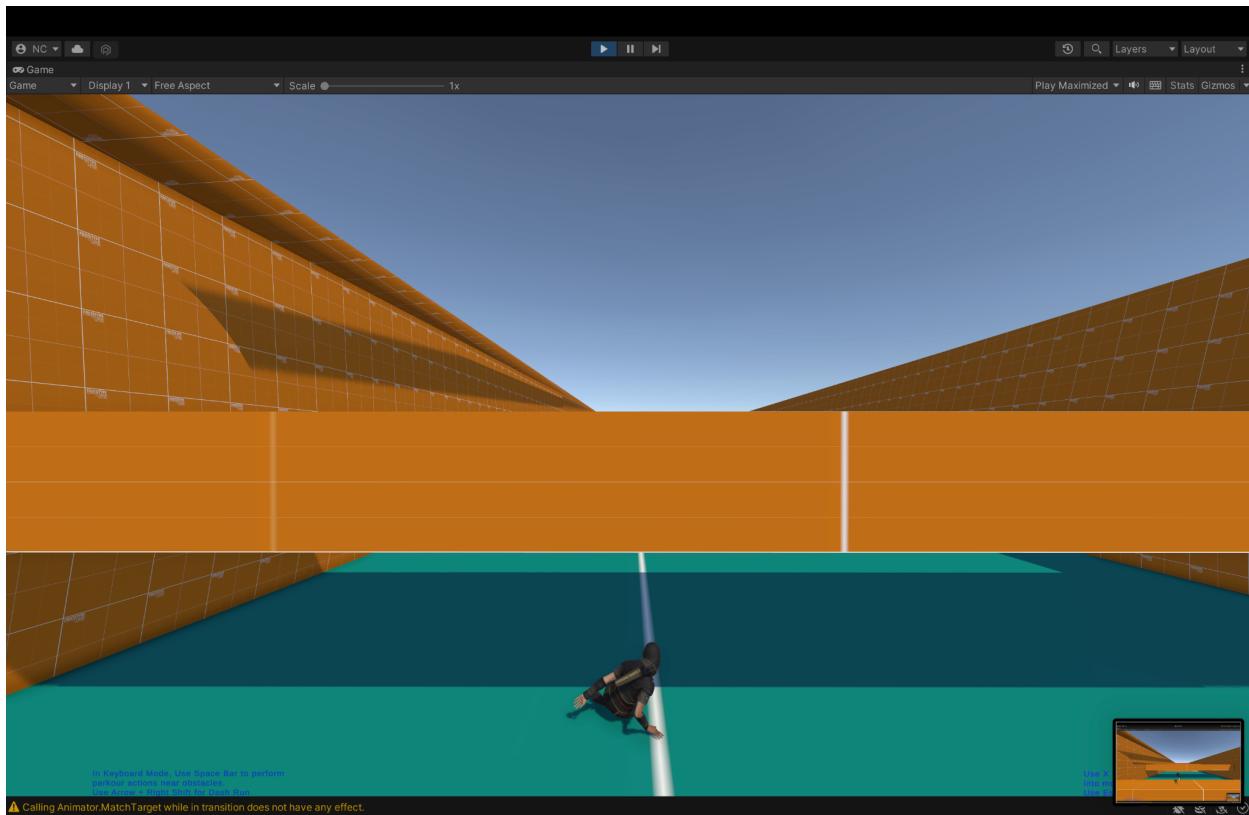
heights of obstacles.

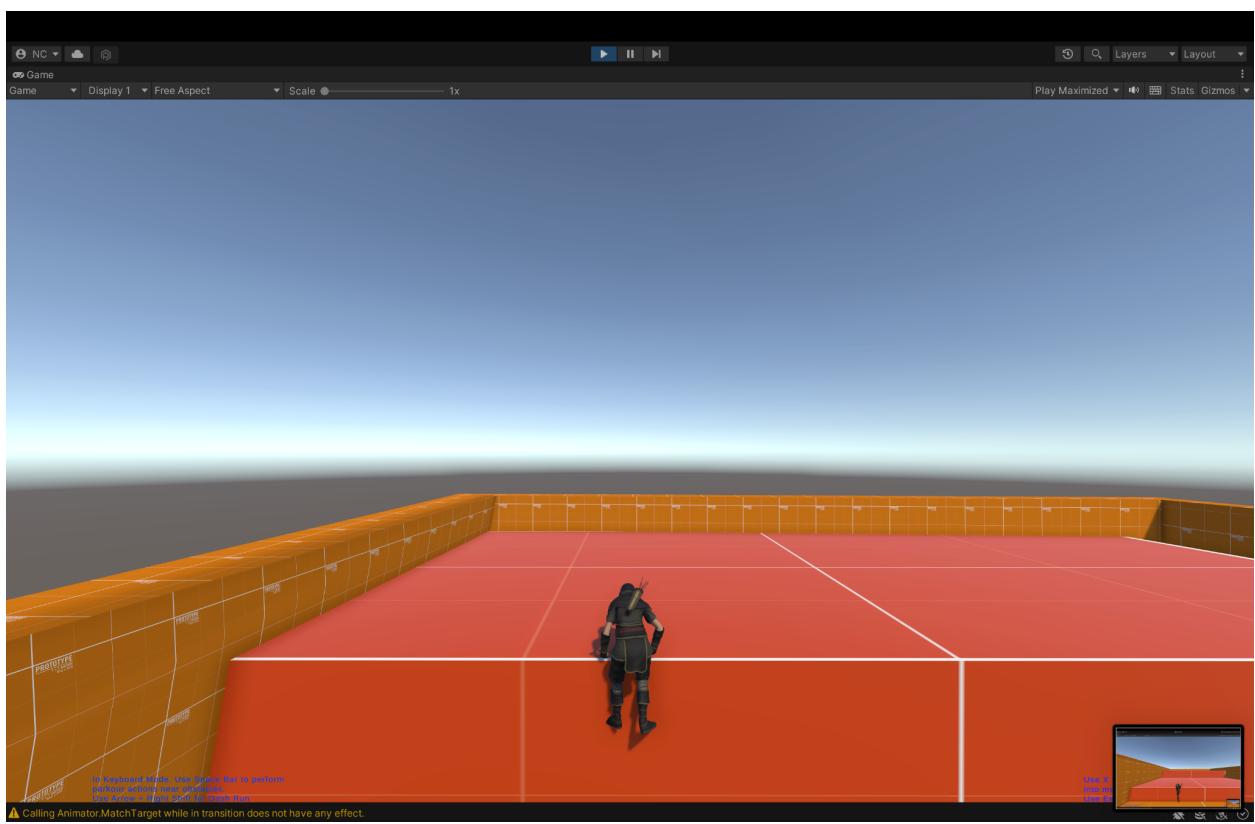
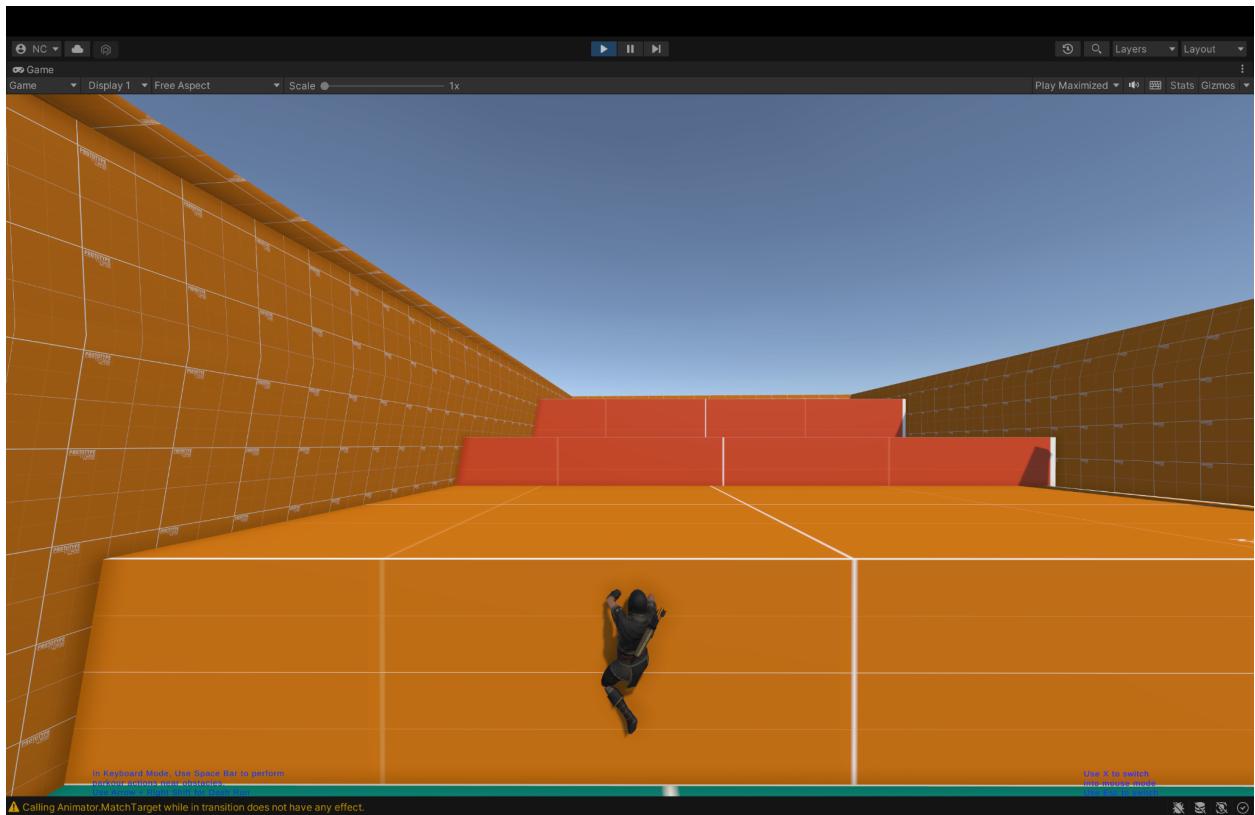


Parkour Actions:

We used six to seven types of parkour actions with different obstacles.







Game Mode:

We can switch the game between keyboard and mouse mode with the help of X and Esc buttons.