Faculty of Physics

WARSAW UNIVERSITY OF TECHNOLOGY

C# project: LEGO® analogy

Project MEGO

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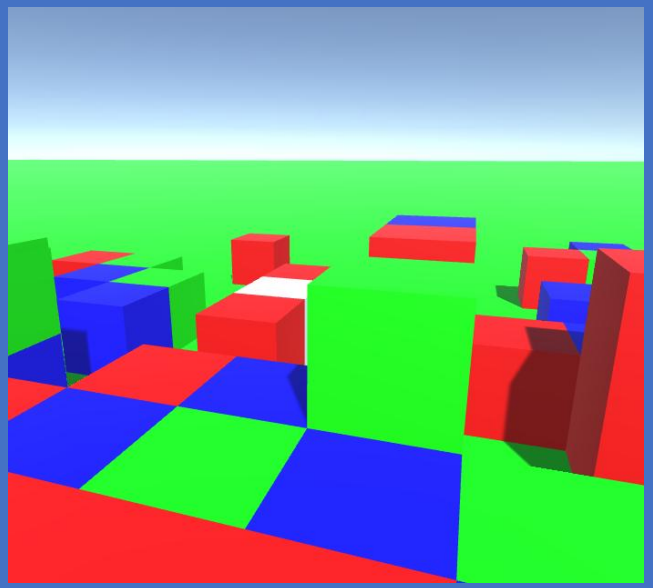
Final?

https://sadanduseless.b-cdn.net/wp-content/uploads/2014/09/harold1.jpg

Not really

MEGO

- LEGO-like bricks building
- Child friendly
- Creative designing tool
- Unity environment

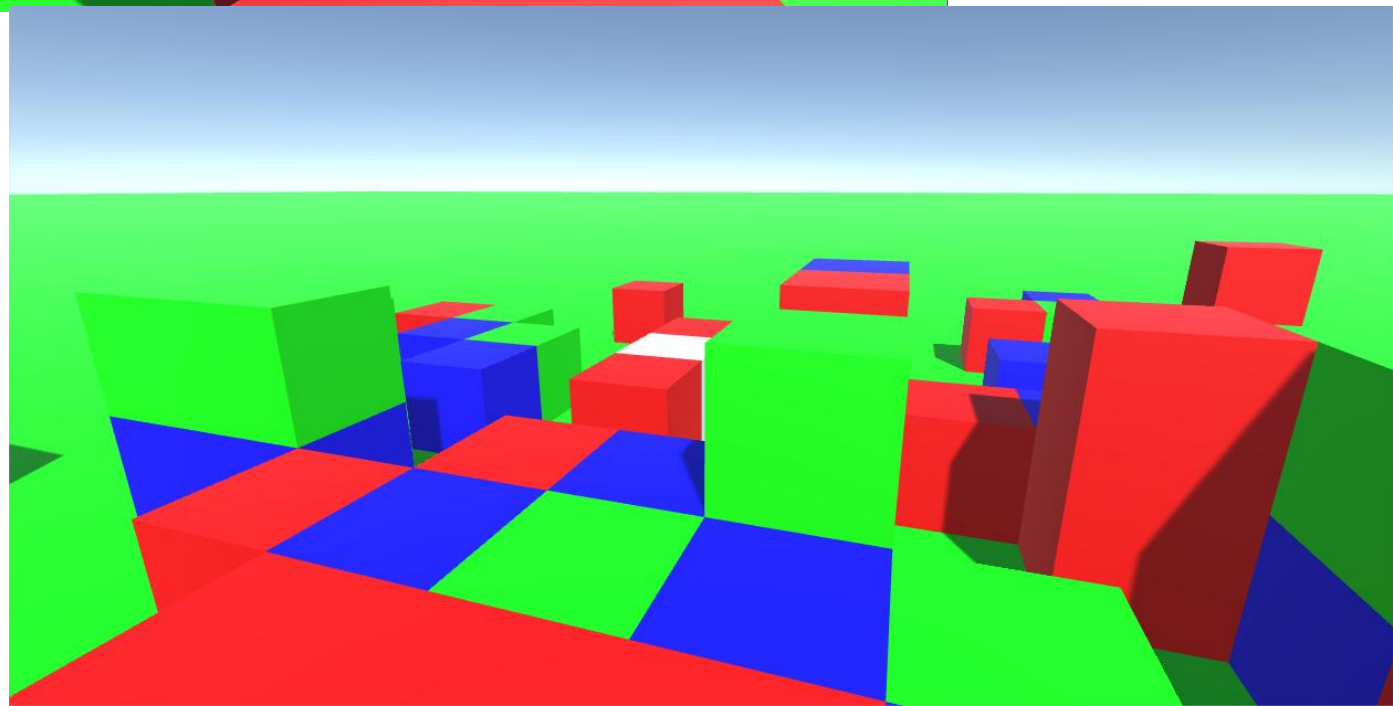


Imagine. Design. Create.

Achievements

Alredy done:

- FPS game
- Limited moves (possible jumping)
- Possibility of placing blocks
- Blocks can have different colors



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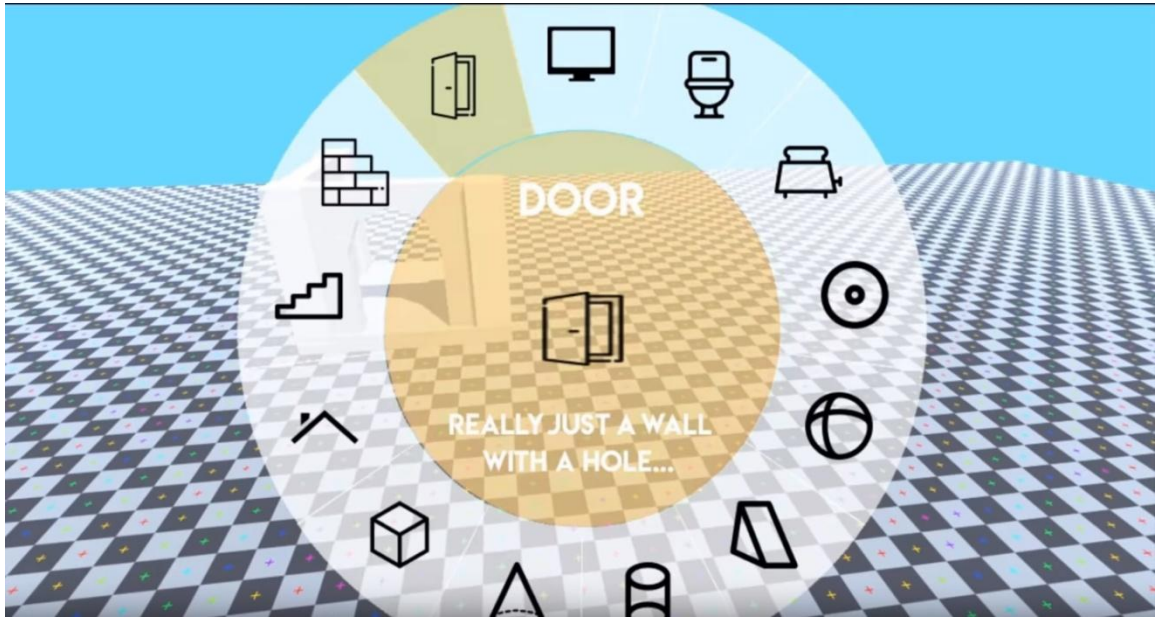
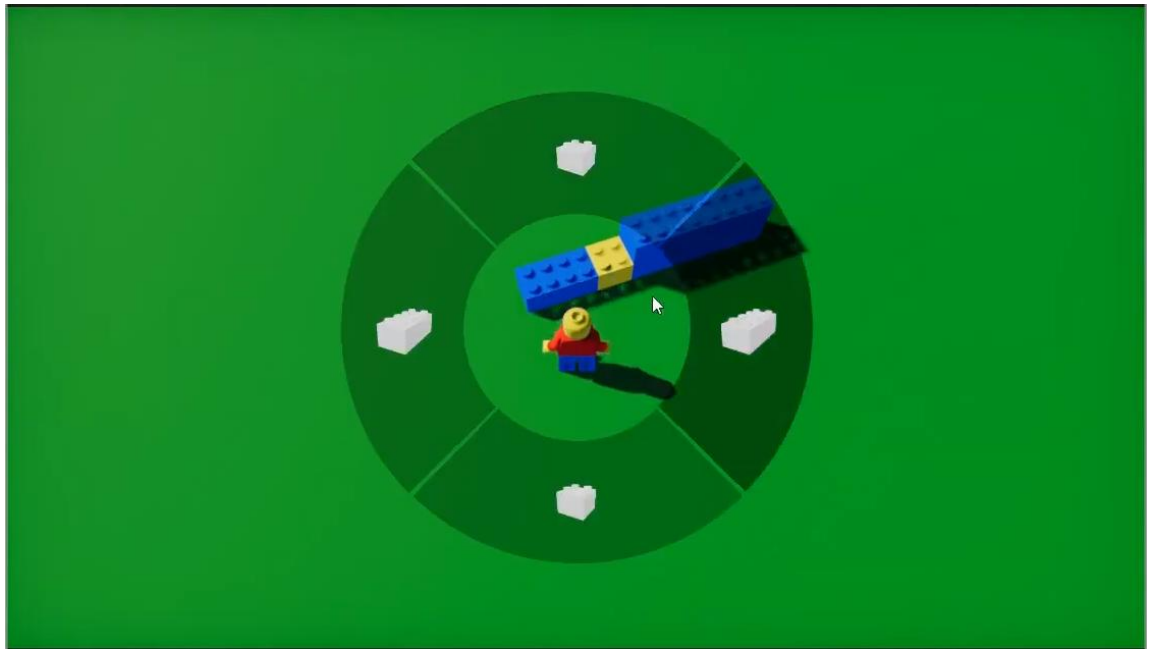
Possible imprvement

- Add in-game color and brick shape circle live-menu
- Change perspective
- Deleting blocks
- Better graphics
- Multiplayer?

Sources



https://www.youtube.com/watch?v=tKmsMfoPTC0



https://www.youtube.com/watch?v=tPH_BYRsvxI

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Thank you for your attention

Have a nice day ☺

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