Faculty of Physics

WARSAW UNIVERSITY OF TECHNOLOGY

C# project: LEGO® analogy

Project MEGO

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Rewind

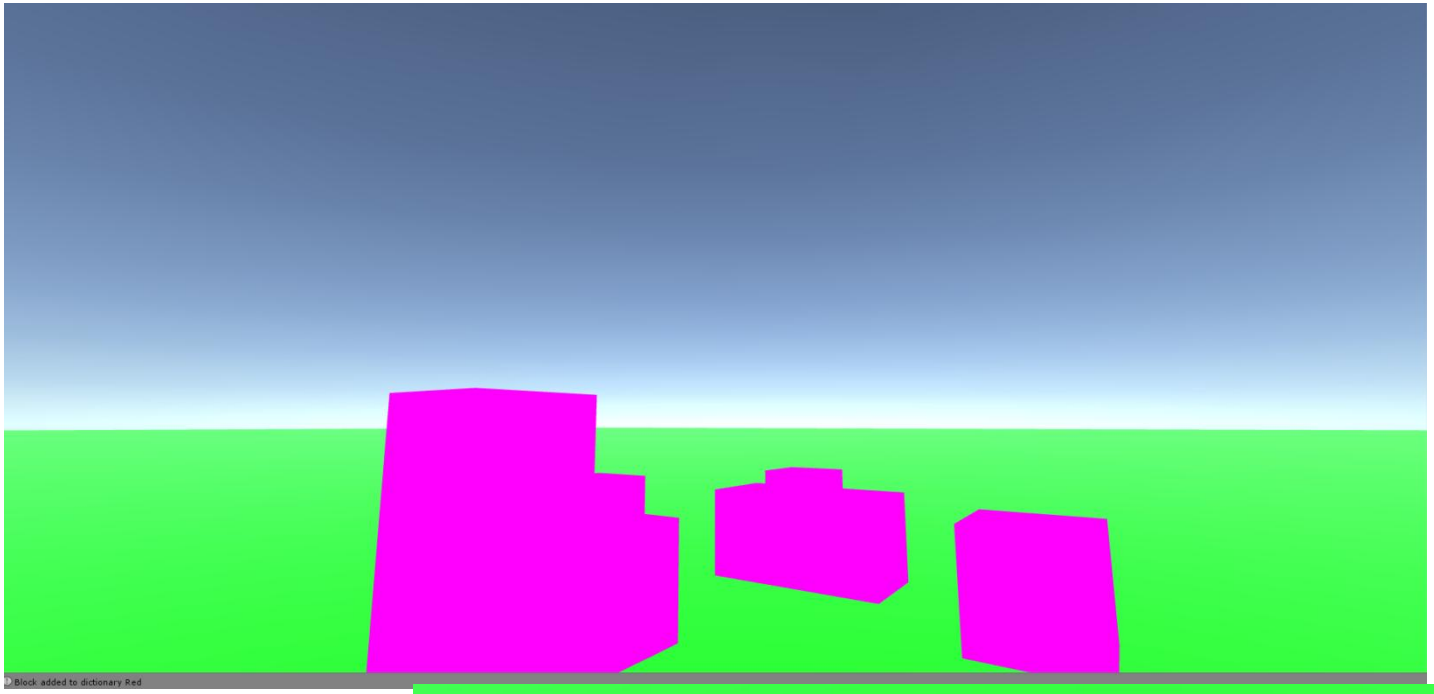
https://commons.wikimedia.org/wiki/File:Official_unity_logo.png

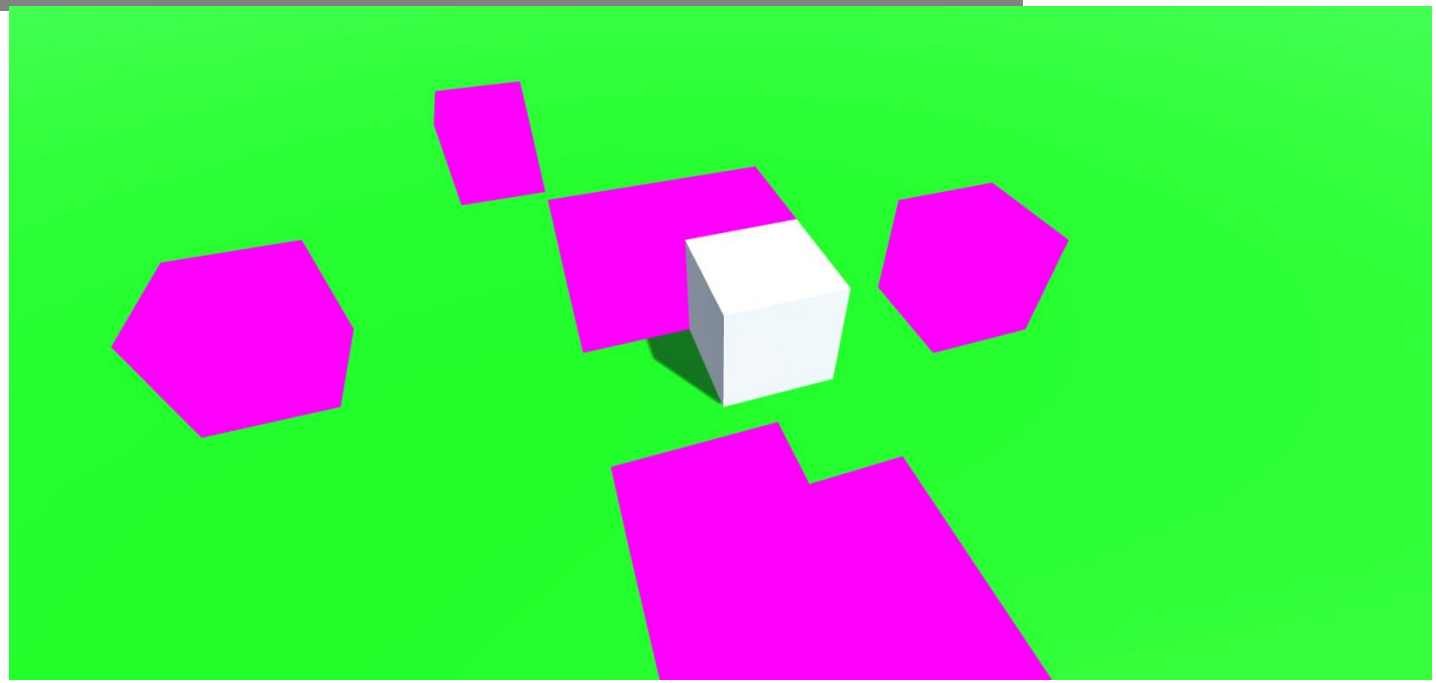
- Application written in Unity environment
- Creative game
- MEGO: interactive possibility of playing with LEGO without real blocks
- Designing tool
- Great fun for kids and adults

https://roomcopenhagen.com/wp-content/uploads/2014/02/4004-LEGO-Storage-Brick-8-Bright-Yellow-510x510.png

Achievements

- Created simple world
- First Person Sight (FPS) game
- Posibility of movement
- Blocks building
- Switchable building mode





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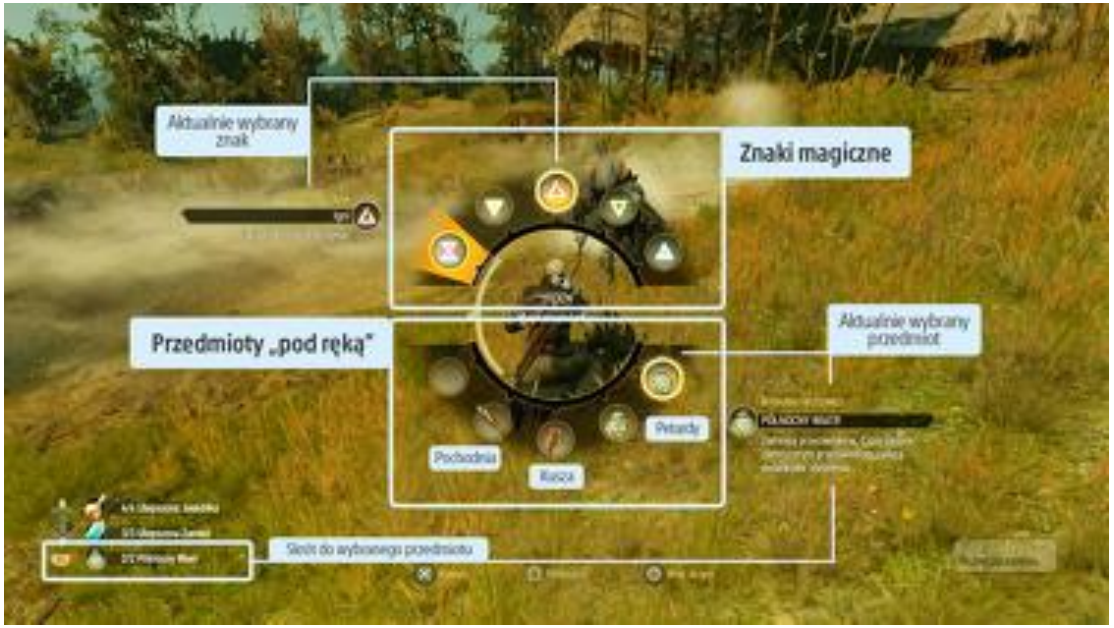
To do

- Change perspective to „perspective” mode (not isometric)
- Introduce zooming option
- Introduce possibility of changing block colors and deleting blocks
- Active selection menu for block color or shape choosing
- Program .exe file

Perspective

https://i.pinimg.com/originals/44/72/87/44728736640ef430349608ac248acc8e.jpg

Active menu



https://d2skuhm0vrry40.cloudfront.net/2013/articles//a/1/7/5/4/8/2/6/kolo_szybkiego_wyboru_wiedzmin.jpg.jpg/EG11/resize/375x-1/quality/75/format/jpg

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Thank you for your attention

Have a nice day ☺

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