Boilerplate Games in Unity 3D

The boilerplate is a unit that can be reused over and over again for developing a game. It provides the basic structure for game development that is, scenes and characters. This helps us making process of game development faster.

There are different types of boilerplate games present in unity 3D. The main task was to find out the genre of the game and finding out the appropriate boilerplate which will suit the game development. The genre which we decided to focus on is "Action/Arcade". Unity 3D has different boilerplates on action genre from which we had to select one. These are the boilerplates with characters ready and which would help us to speed the process up for developing game. Different Available boilerplates were:

- ## The Robot Lab
  This games needs us to shoot the boxes with the help of balls in the give time. The more you take the time to hit all of the boxes, less are the chances that you win the game.

- ## Survival Streak
  As the name suggests, this game deals with the enemies attacking you and the aim of the game is that one needs to survive the game by killing all of the foes.

- ## Chaos – In the Darkness
  This is a heroic fantasy game which revolves around the war between the Gods and the dread creatures. The main aim of the game is to defeat the dread lord, a monster and free the princess.

- ## Angry Bots
  Angry bots is a boilerplate game which provides some of the characters and scenes to develop a game. It is an open source product, so one can implement their own logic and build the game to make it exciting.

We have compared all of the boilerplates and decided that "Angry Bots" would be the best choice to develop. It suits the theme that we have decided on. It is an appropriate application to make exciting and fun.