**Rage Farm**

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Its is a 3d game to implement what I learned in c# I used different topics like inheritance and how to protect your data from manipulating in scripts

The game over view is animals try to cross the farmer to attack his land but he to try to protect it by giving them a slice of pizza so their speed increase every wave and wave time is 20 sec until the final wave wave 4

It had a timer wave counter score counter a health bar to the farmer also a start menu and game over menu to restart

Scripts and reasons :

1.Playercontroller:

This script used to move the player right and left in limited place (border)/and instansiate a prefab ,have a constant speed, (pizza)every time key down space bar ,also player have a health apllied in health bar in other script had a take damadge method and gameover method

2.HealthControll: this class used to apply the health to player showed in the health bar have a slider every time take damage (every time the animal cross him), to make the health updated every frame

3.Timer: used timer to make the wave system to make the game more playable

4.spawn manager: its for the animals(prefabs) spawn every 2 sec in different place (random) and the animal destroy if cross the range to have more memory;

5.Wave manger: show the current wave and change the difficulty of the game that every range of the time the speed of the animals increase

6.wallpcolid:its in the back ground to reduce the health of the player every time animal escape from him

7.UI: used different scripts in the game like scorer to show the score and time and wave and health, also

8. game over object :if the health ==0 the cavans have a game over object to restart, also show the the points you collect in the game;

9. have the first scene had the name of the game and start button press it to go the main scene that is the game;

All this scripts mentioned in the file;