**CS 147 Spring 2021 Final Project Proposal – Saylor Schwab**

For my final project I would like to implement the advanced Unity project “Creating a Puzzle”. I plan to follow the instructions found at the following link: <https://learn.unity.com/project/creating-a-puzzle-platformer>

My development plan is that first I will follow the 5.5 hours of tutorial videos, and after that I plan to manipulate the game and add something original to make it my own. Should I complete this in under 10 hours, I will also implement the “Unity x LEGO Live Learning Series” project, found at the following link: <https://learn.unity.com/project/unity-x-lego-r-live-learning-series>

Similar to the previous Unity project, my development plan is to follow the 4 hours of video tutorials, and then alter the project and add something original.