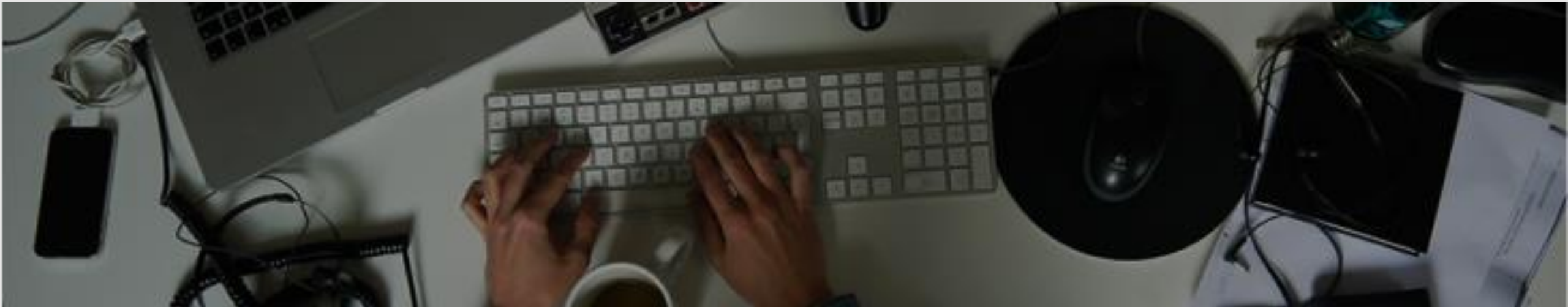Game Dev with Unity3D

GAMEPLAY GENRES

First person shooter

- Walk freely
- Shoot
- Survive

3rd person adventure

- Collect
- Fight
- Quest
- Evolve

Racing

Strategy

- No player
- Parallel actions

Turn based

2D scroller

- Screen scrolls
- Shoot kill
- Collect
- Exit

2D scroller

2D scroller

2D scroller

Temple run

- Move forward
- Left and right
- Avoid obstacles

Classic fighter

Puzzle

Multiplayer