**Primitive Blaster**

Reference game:

* Ball Blast

Reasons to choose:

* Because of game mechanics
* Easy to make within timeframe
* More interactive for user i.e. game is not difficult to figure out how to play and game mechanics.

Hurdles:

* Time

I tried to design important modules first like player controller, ball physics & health and then mechanics of the game.

Causes of fail:

* Time

Due to electricity issues, I was not able to start on time so I got only 3:15 hours to make this prototype. If any of my module is missing, it’s the only reason.