*Overview*

Gravity golf, codenamed Gravpuzzle, was an effort to make a fully complete puzzle game with a level designer and scoreboard built in. The concept was to allow the player to spawn gravity wells on click that would control where the ball went. The goal for the player was to get the ball into the goal with the least amount of clicks possible.

*What I learned*

This game was a learning experience in game scope, level design and unity. The game had previous been housed in a flash project which I was looking to deprecate due to the language dying. This game was one of my first ventures into the Unity Editor and let me explore the out of the box features without having to make a totally new game concept. The scope here was important for this project as I did not want to draw on the project for weeks and weeks. The concept was simple and I wanted to build a basic interface and win/lose conditions for the player and get a feel for how fun the concept was on mobile with touch controls.