Project M

Student Names: K Sreevatsank, Neha Nagendra

Target:

- A Fully Functional Game 2D Game (Like Mario)

Timeline :

- ➢ Week 1 & 2   : Learning
  - o Basics Of Game Development
  - o Using Unity Engine

- ➢ Week 3 & 4   : Game Designing
  - o Level Designing
  - o Implementation on Unity Engine

- ➢ Further   :
  - o Testing and Improvements

- If possible !! Making an Android App !!

Working : 4Hours/Day