# Final Assignment Pitch
## Art of speed 3D

## Outline

A once 2D game made on Flash now created in Unity. The game consists of a ninja-like player running through a layed out obstacle course, completing it as fast as possible for the best score. The player will have basic movements and a wall jump feature( if at all possible). Game will also include a dash-like system that uses a resource, found and gathered throughout the obstacle course. Player can use dash in creative fashion to avoid obstacles or simply save time. Upping this, it can include invincibility resources or enemies if time allows. Features can include from 3D behind shoulder cam, to 2D-esque cam, depending how level is set up.

**Week 7 Deadline**
Gather up and see which assets can be utilize and look best
Implementing Movement
Dash system

**Week 8 Deadline**
Work on obstacles / hazards
Gathering items
Resources / dash meter

**Week 9 Deadline**
Fix any sort of bugs
Make sure camera follows or is implemented in best way
Create UI

**Stretch Goals**
Wall jump in 3D is a big stretch. Will work without at first or see if there are simple tutorial methods to include.
Utilize weapons in assets in meaningful way such as destroy hazard or obstacle in the way.
Polish animations

**Assets to be gathered**
https://assetstore.unity.com/packages/3d/environments/topdown-small-dungeon-pack-133363
https://assetstore.unity.com/packages/3d/props/weapons/ninja-wepon-set-90664
https://assetstore.unity.com/packages/3d/animations/warrior-pack-bundle-1-free-36405

**GitHub Link**
https://github.com/stcameron/CMPM-121-Final-Assignment