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Github Link: <https://github.com/szsy807/485HW1>

Clarification: This game is base on the Unity game Tutorial “Roll-a-ball”. The player will first see a main menu with “Start” and “Exit”, by clicking on “Start” the game will jump to the scene where player will collect total of 12 cubes in order to finish the game. Player will be able to jump back on the main menu scene while playing by clicking “Back to Main Menu” button on the top right corner.

References used:

Roll-a-ball tutorial: <https://unity3d.com/cn/learn/tutorials/s/roll-ball-tutorial\>

How to Switch Scenes in Unity with a Button: <https://www.youtube.com/watch?v=Rj9GT3Wvve8>

Create A Main Menu: <https://unity3d.com/cn/learn/tutorials/topics/user-interface-ui/creating-main-menu>