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CS 485 Game Programming

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Roll-a-ball Report

Individual project that was to be familiar with Unity3D and gain experience in game design.

Github link: <https://github.com/thomaslmbert/Roll-a-ball>

The goal was to create and extend a roll-a-ball 3D game by following this “Roll-a-ball” tutorial. <https://unity3d.com/fr/learn/tutorials>

List of my own adds:

- Game menu
- New skybox
- Jump action
- Audio sounds for background and jump
- New area of game with spikes
- Spikes will reload the level if they are hit so be careful!
- New texture for the ball

References:

<https://github.com/xye-csusm/SimpleProject2>

<https://assetstore.unity.com/packages/vfx/shaders/free-skybox-cubemap-extended-107400>

<https://assetstore.unity.com/packages/3d/props/ball-pack-446>