Colin Woodard

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CS285

HW1 Roll a Ball Report

**Name:** Colin Woodard

**Github Repo:** <https://github.com/wooda012/Roll-a-Ball>

**Contributions:** All work was done by myself with the additional help of online tutorials linked below

**References:**

Background music retrieved from <https://www.bensound.com/royalty-free-music/2>

Collection sound effect retrieved from <http://soundbible.com/474-Magic-Wand-Noise.html>

Additional Tutorials/Resources:

<https://answers.unity.com/questions/190837/make-a-rigidbody-jump-global-up.html>

<https://answers.unity.com/questions/361390/audio-play-when-object-hit-collision.html>

<https://answers.unity.com/questions/1261937/creating-a-restart-button.html>