Assignment #3 2D Game Proposal (individual game)

Due: Oct 13th, 2019 at 12:59 PM

1. **My Name:** Zoe Sarwar

2. **Game Title:** Ocean Commotion

3. **Game Platform:** I will be doing the project on a Mac, so I will be targeting Mac OS.

4. **Game Style:** Side Scroller (Endless Runner)

5. **Initial Script and Asset Bibliography:**

   Bonzon, Tim. "How to Build a Complete 2D Platformer in Unity." *GameDev Academy*, 11 July 2019, gamedevacademy.org/how-to-build-a-complete-2d-platformer-in-unity/.

   Brackeys. *2D Movement in Unity (Tutorial)*. *YouTube*, Brackeys, 15 July 2018, www.youtube.com/channel/UCYbK_tjZ2OrIZFBvU6CCMiA.

   M, Phaninder. "Creating a 2D Side Scroller Game in Unity3D." *Udemy*, Apr. 2019, www.udemy.com/course/unity3d-game-development-creating-a-2d-side-scrolling-game/
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6. **URL to your Repository on rijeka.sdsu.edu:**
   http://rijeka.sdsu.edu/zoesarwar/cs583f19_2d_game_sarwar_z_oceancommotion