Unity Games Development: Design and Plan

Zack Langley (100394283) CMP-6056B

Contents

1	Introduction	1
2	Overview	1
3	Design 3.1 Story 3.2 Characters 3.3 Levels 3.4 UI	1 1 1
4	3.5 Controls	1
	4.1 Element 1	
5	Conclusion	1
A	Image Gallery	2

- 1 Introduction
- 2 Overview
- 3 Design
- 3.1 Story
- 3.2 Characters
- 3.3 Levels
- 3.4 UI
- 3.5 Controls
- 4 Implementation
- **4.1** Element 1
- **4.2** Element 2
- 5 Conclusion

A Image Gallery