Project Name:

BOX RUN

Output Type:

     PC Game
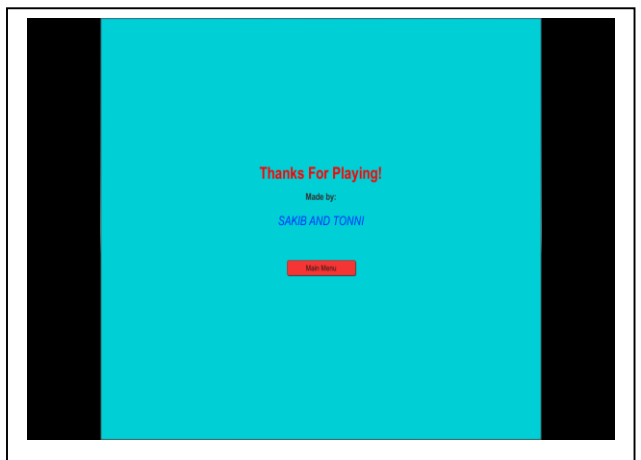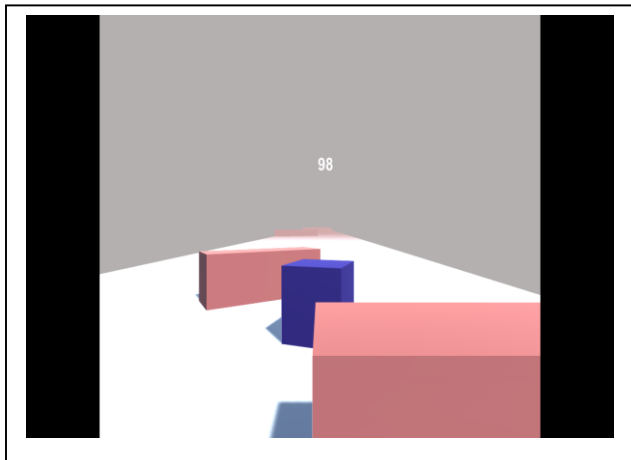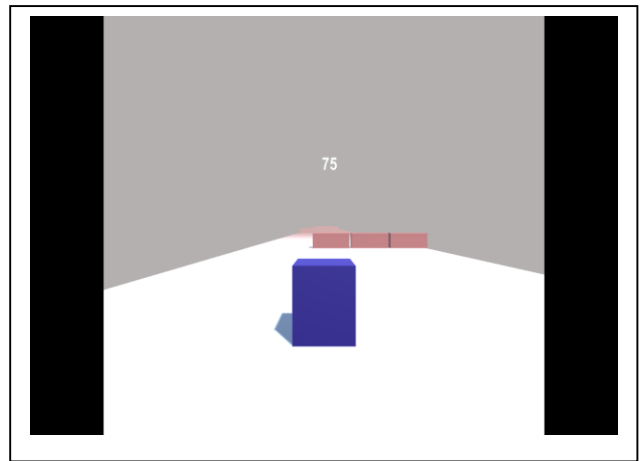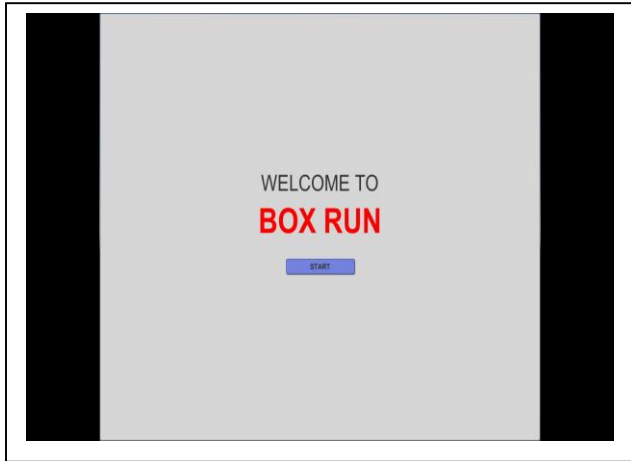
Creator:

     Tonni Das Jui

     Md. Alium Basir

Duration:	August 01-August 3 (0.1 month)
Project Summary:	A Beginner Level Desktop based 3D Game with 3 levels.
Technology Used:	Unity, C# programming language
Total Number of Members:	02
My Role:	Writing code in C#, Design through Unity, writing parts of the scripts, testing, troubleshooting,
Description:	➢ It has total 3 levels along with start and end page ➢ Its player is a movable (mainly on left, right) cube ➢ The player maintains the physics of law (while colliding and moving) ➢ The player moves forward continuously with a default speed ➢ There are obstacles in the way of the playes ➢ User will play on the player cubes perspective ➢ Main goal is to successfully reach the end by passing all the obstacles

Gameplay Screenshots:

Link to the game:
https://drive.google.com/open?id=1OA0unxRF5WQugonQ44BJQru8YTau9h-o