

David McGregor

Cita 314

MR Midterm

My game idea is simply to take fruits and shoot them into the basketball hoop. The interactions I made were the grab, place, and throw interactions. I used free assets from the unity asset store. I used a fruit package and a basketball hoop. I faced the challenge of trying to create a spawn. A fixed location for my fruits to spawn and respawn when I throw the fruit, so I wouldn't have to physically go get it if applicable, but it wasn't working and so I opted out.

Github link: <https://github.com/VidoTheWiz/MR-Vido>