Zenon Back To The Future

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Goal & Objectives

• Fighting Game
• Reach the New Weapon
• Defeat Enemies
• Have Fun!
Modeling

- Alien Planet
- 3rd Person Controller
- Enemies
- Unity
Sound

- Character
- Intractables
Animations

- Enemies:
  - Chomper
  - Spitter
  - Grenaider
Interactivity

- Floating Platforms
- Breakable Chests
- New Weapon
Sensors

- Pressure Sensor
- Health Chest
- Acid Pool
Avatar

• Ellen
• Unity Asset Store
Keyboard Functionalities

• ‘WASD’ Keys
• Space Bar
• Mouse Functionalities
  • Camera Movement
  • Attack