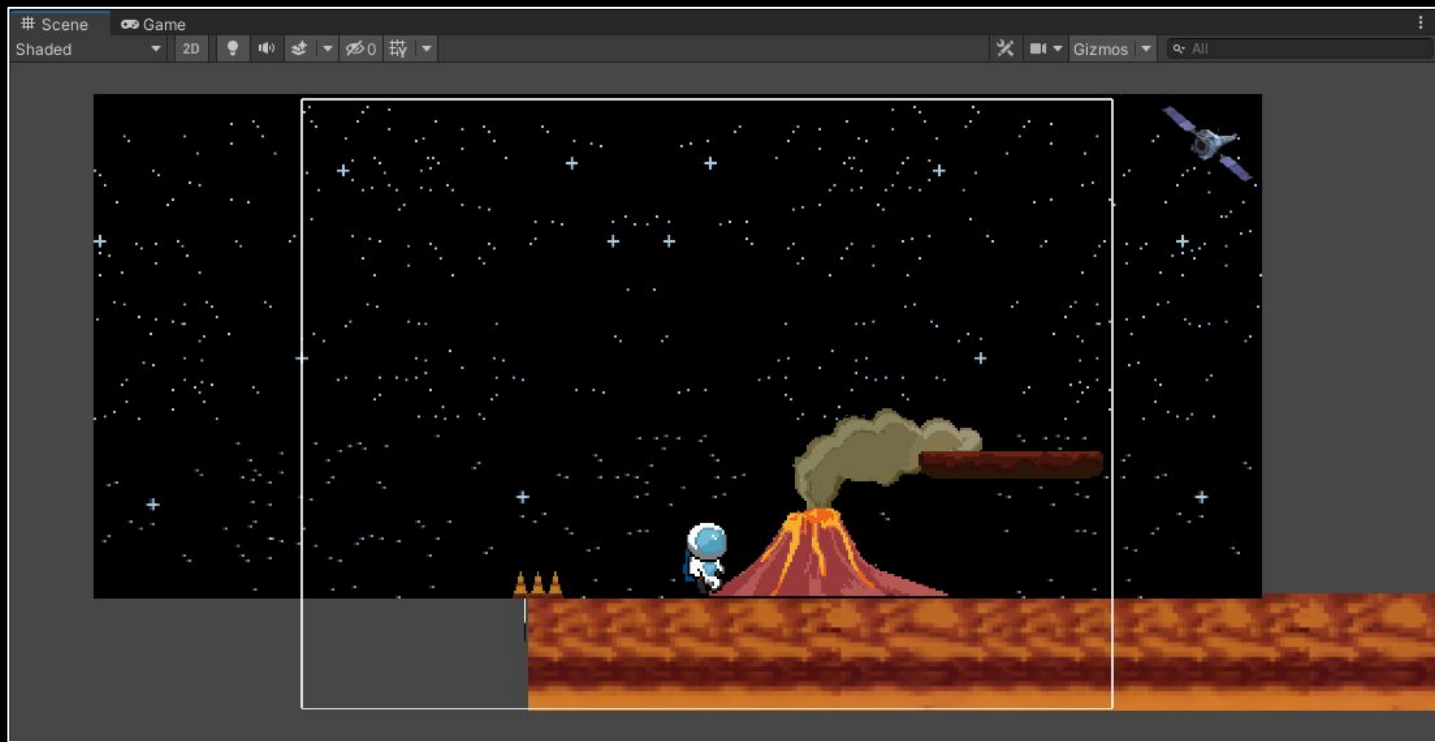


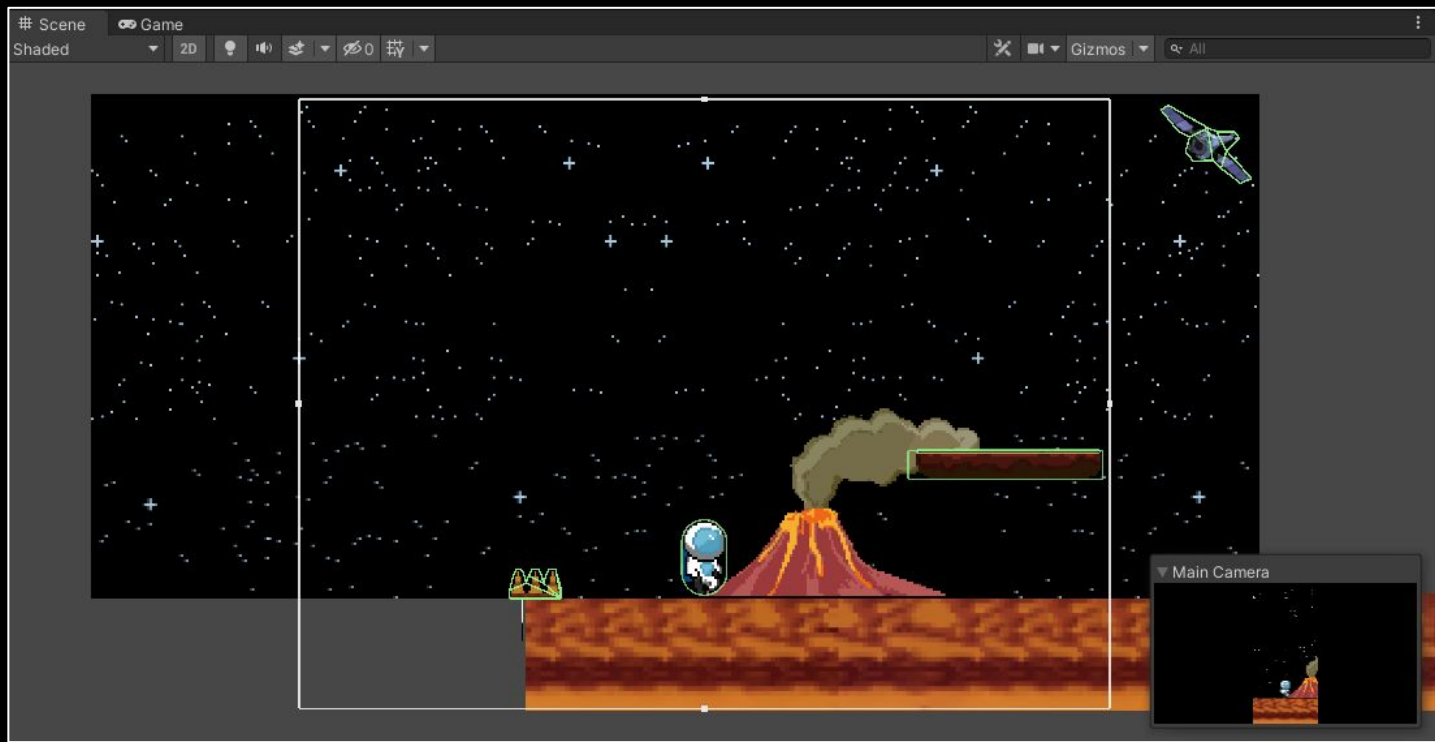


Mars Mission: il mio videogioco

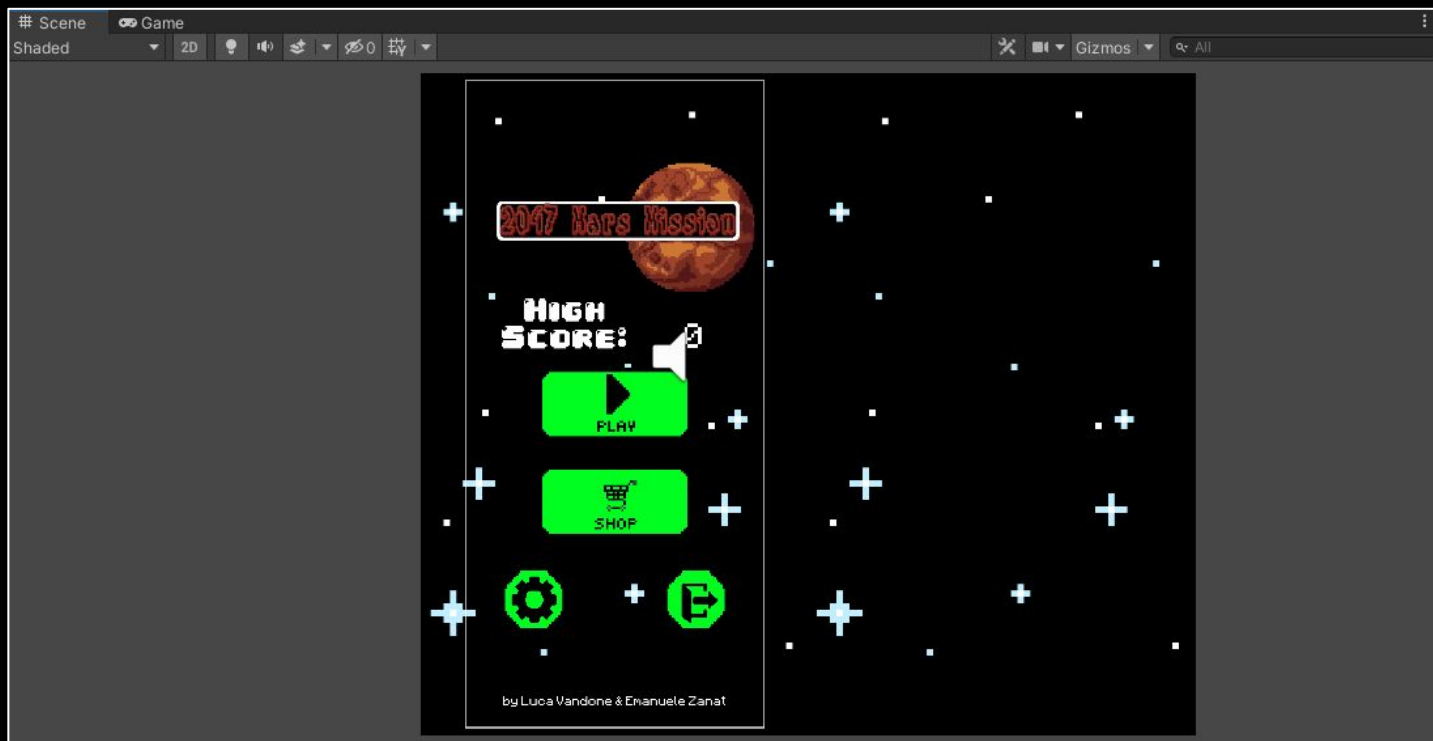




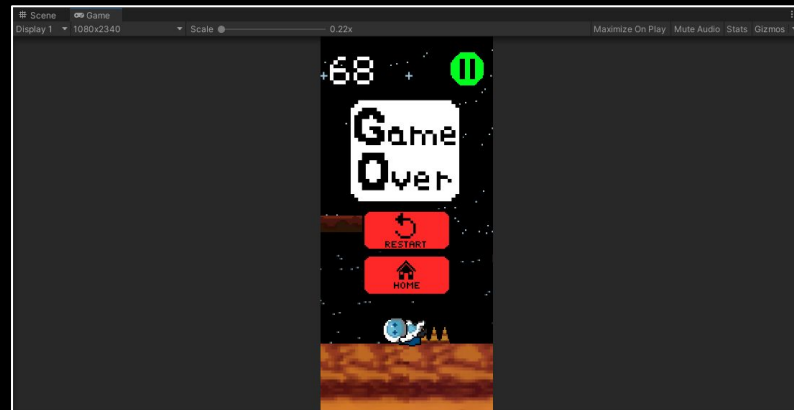
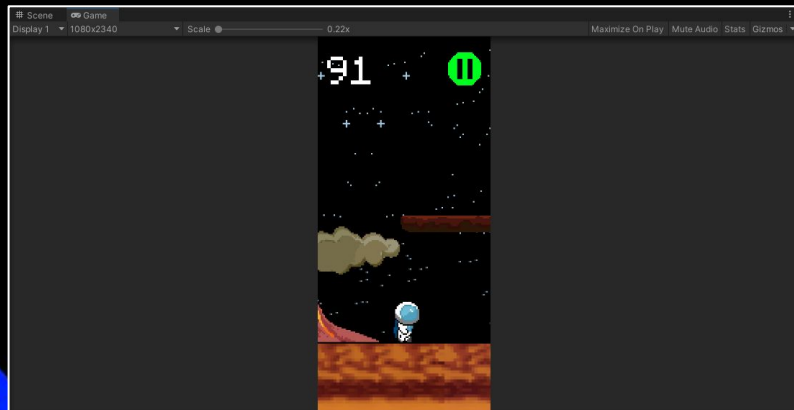
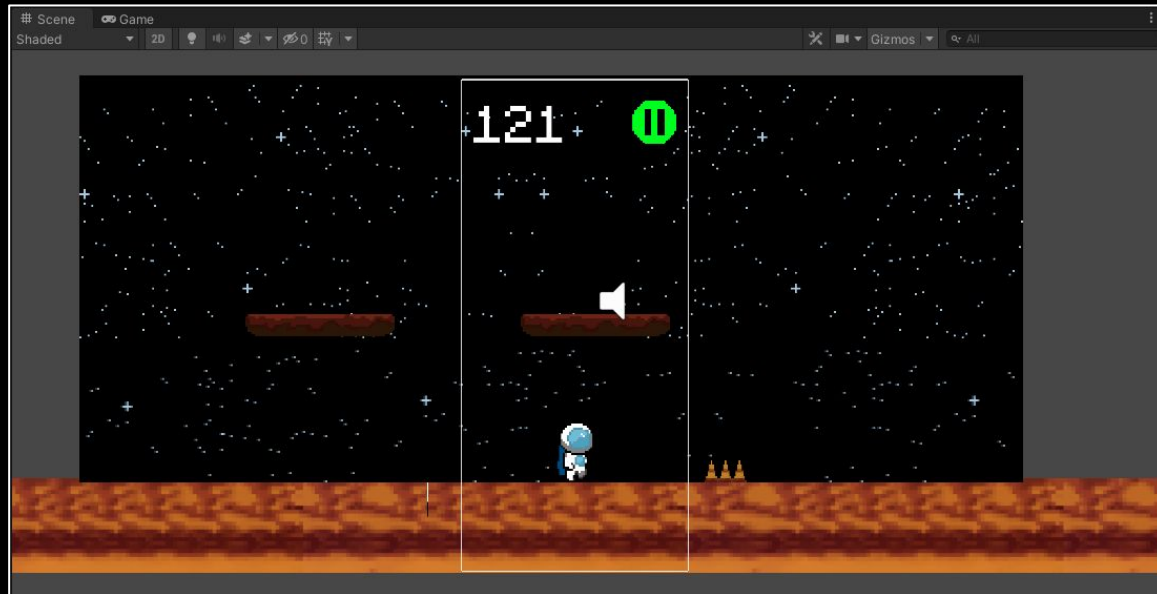
Questa è la scena di lavoro del motore grafico che ho utilizzato per realizzare il videogioco, **Unity**.

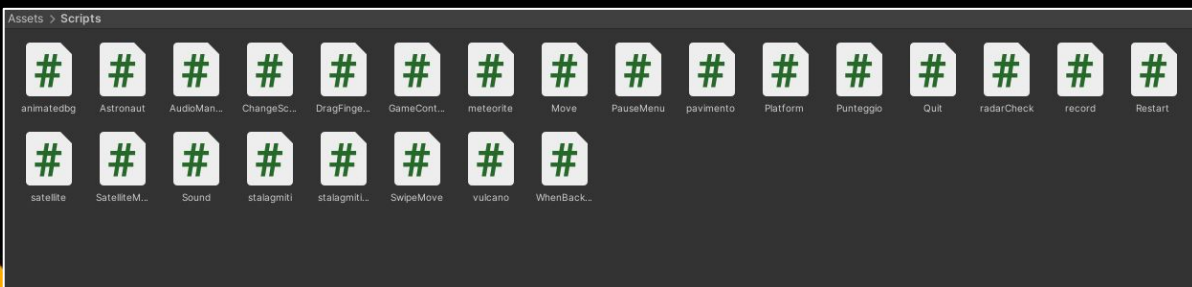
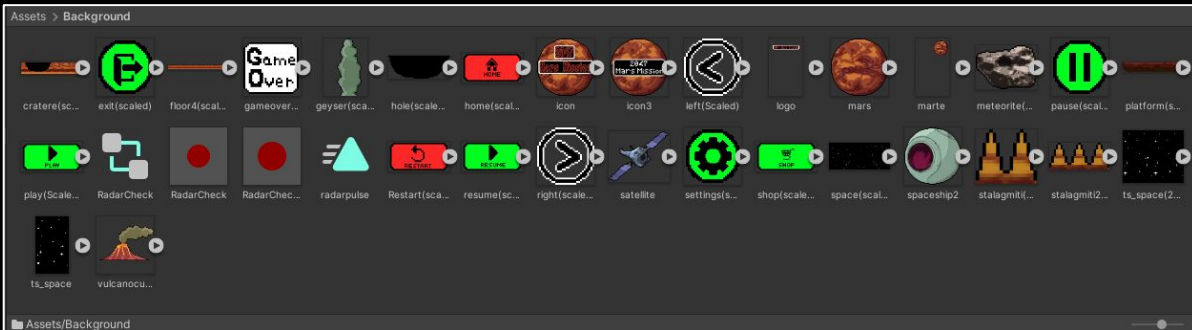
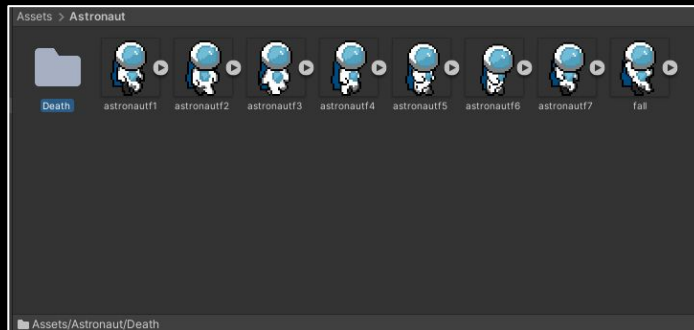
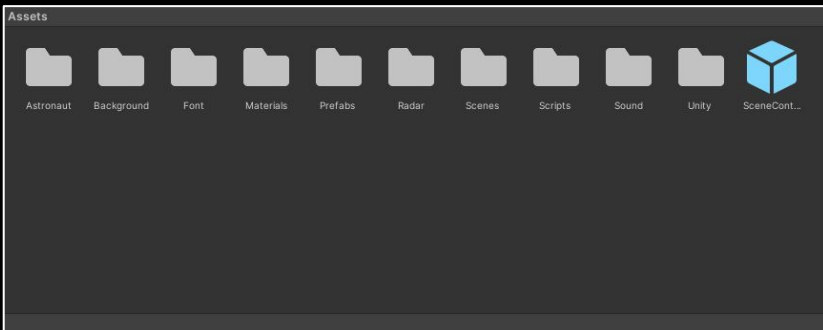


Sono evidenziate in verde le collisioni dei “**GameObject**”, grazie a cui posso programmare gli **script** che accadono sulla scena di gioco.



Questa è la pagina **home**, con impostazioni, negozio e record di punteggio.

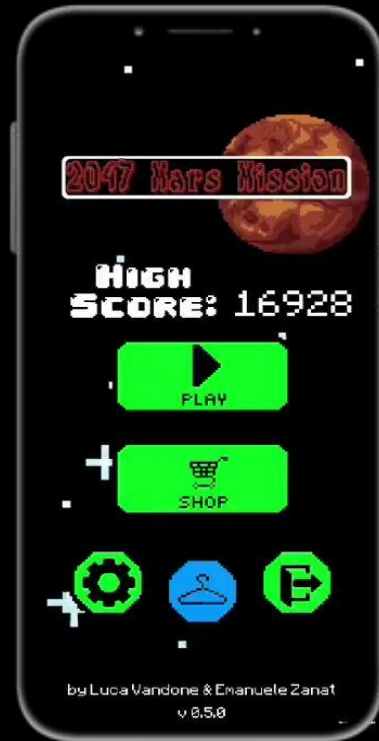




Cartelle di lavoro
che contengono il
materiale da
mettere in scena
(asset, sprite)

Cartella con gli
script (file di
codice) che
assegno agli
oggetti in scena

Gameplay di Mars Mission



Download Mars Mission

- [Link download Mars Mission 0.4.4](#)