

Zenon Back To The Future

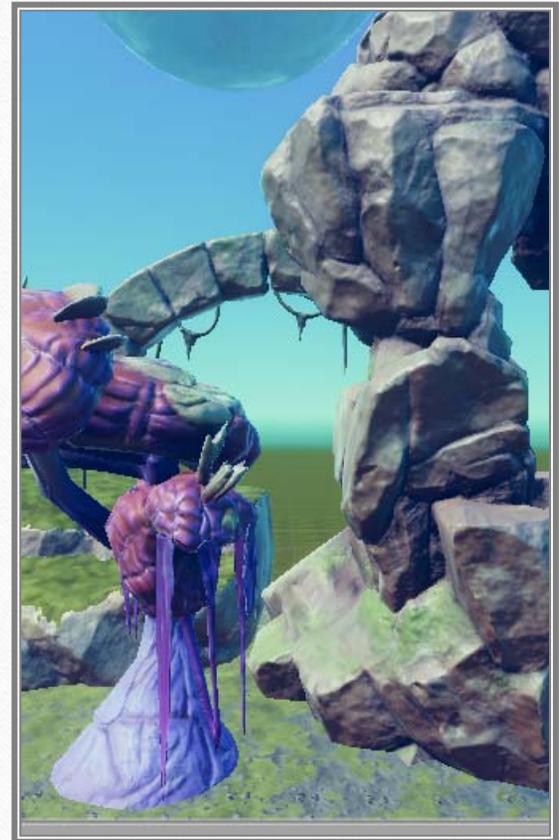
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Goal & Objectives

- Fighting Game
- Reach the New Weapon
- Defeat Enemies
- Have Fun!

Modeling

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



Sound

- Character
- Intractables



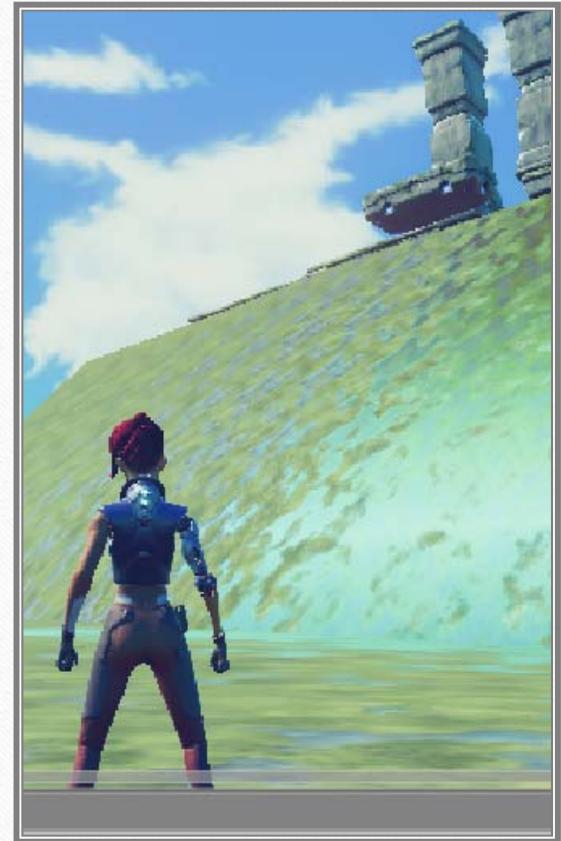
Animations

- 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