


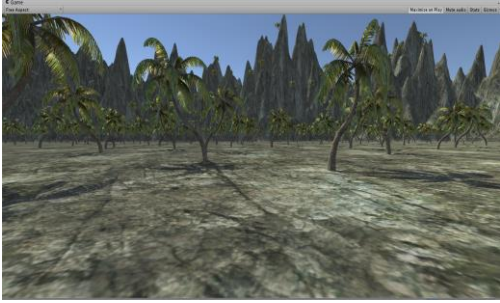

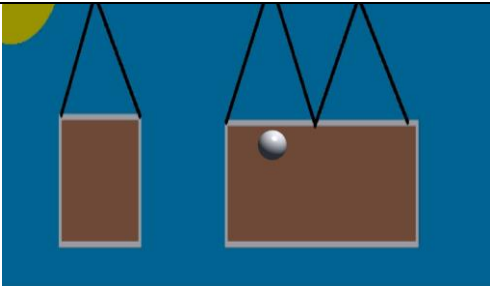


HARMONY SCIENCE ACADEMY

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Survival Instinct Game Engine

My PBL is about a game I am making using the Unity Game Engine. The game is called Survival Instinct. It is a game where you have to survive a few nights in the wilderness with animals and enemys such as zombies and more. The game is currently incomplete but I will put a link to Survival Instinct once I finish it.

<p style="text-align: center;">Gui Interface</p> 	<p style="text-align: center;">Different Views</p> 
<p style="text-align: center;">Forest View</p> 	<p style="text-align: center;">Android Game</p> 

So You Want to be a Game Designer

Watch my tutorials and learn how to use Survival Instinct Game Engine. It is simple to design and programming using the C# language.

Why did I choose this software?



I chose this software because it is very simple but very powerful for game design.

How to use this?

You use this by programming and a few other prospect such as 3d modeling and level design.

What did I learn?

I learned how to make a basic survival game while teaching others how to do it as well.

<p style="text-align: center;">My Video</p> 	<p style="text-align: center;">My Website</p> 
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