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.

|  |  |
| --- | --- |
| Gui Interface | Different Views |
| C:\Users\ver\Downloads\editor 2.PNG | C:\Users\ver\Downloads\game 2.PNG |
| Forest View | Android Game |
| C:\Users\ver\Downloads\forrest.PNG | C:\Users\ver\Downloads\game3.PNG |

# 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.

|  |  |
| --- | --- |
| My Video | My Website |
| C:\Users\ver\Downloads\qrcode (4).png | C:\Users\ver\Downloads\qrcode (3).png |