

STUDENT: All right.

STUDENT: Yup. Here we go.

STUDENT: OK. You're going to play?

STUDENT: Yeah. I'm going to try.

[LAUGHTER]

STUDENT: OK.

STUDENT: Whoa. Whoa. Oh.

STUDENT: So this is our game.

[AUDIENCE OOHING AND AWING]

STUDENT: Gonna over time.

STUDENT: Yeah. OK. So we had a lot of stages of development in this game, just because we changed our plans about 10 times. At first, I created this really cool mountain texture that-- so yeah. This mountain texture. But then we had to trouble with it being diagonally oriented, so we had to restart. What was kind of interesting about this is that we have the trees actually angled so that it looks like you're going downhill. But really, you're on a flat surface, which makes it a lot easier to code.

[LAUGHTER]

We already talked a little bit about the structure for the trees. Automatically, what it sets it to is it goes around the entire tree, including the branches. And so the big castle is like basically would occupy the entire forest, so we had to manually narrow it down onto trees.

In the future, we would like to have-- in the other version that we had to scrap, there were coins. So you could-- they were spinning kind of like the rollable coins. And you could traverse and try and collect them. In the future, we'd like to have an actual person, instead of the cube.

[LAUGHTER]

STUDENT: Budget cuts. We can't risk real lives on a mountain like this.

STUDENT: No. Yeah. It was really big. I don't know if how many of your games dealt with the terraforming feature in Unity, but it's so cool. You can mangle these mountains to the right in 10 seconds. It's super easy. And it's very, very fun.

STUDENT: I want to see if I can hit that invisible wall. Yeah. So there's this invisible wall that keeps you in the playing field on the right side, which, I guess, is kind of cheating, because we didn't put trees there. But--

[LAUGHTER]

STUDENT: Well. Oh! There's a tree.

[LAUGHTER]