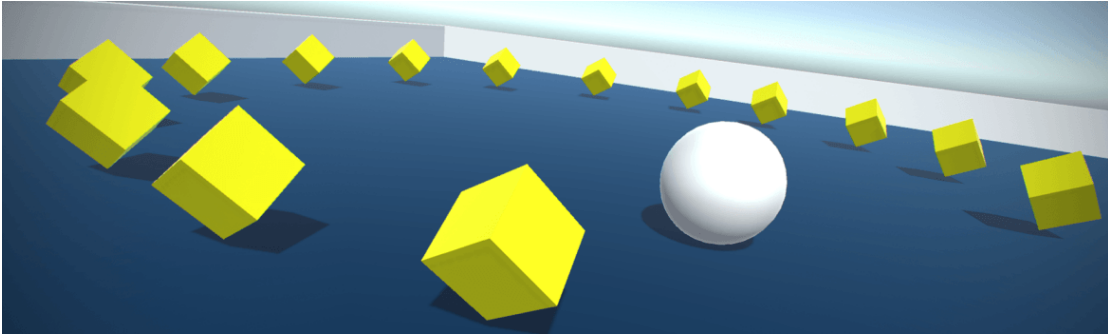# Assignment: Roll-A-Ball

[20 pts]

Task: Utilizing the class notes, re-create the Roll-A-Ball Unity game as demoed in class. Your goal is to start with this as a base and create something that is uniquely your own, utilizing the same game logic.

Turn in: A playable PC & MAC executables with all functional components.