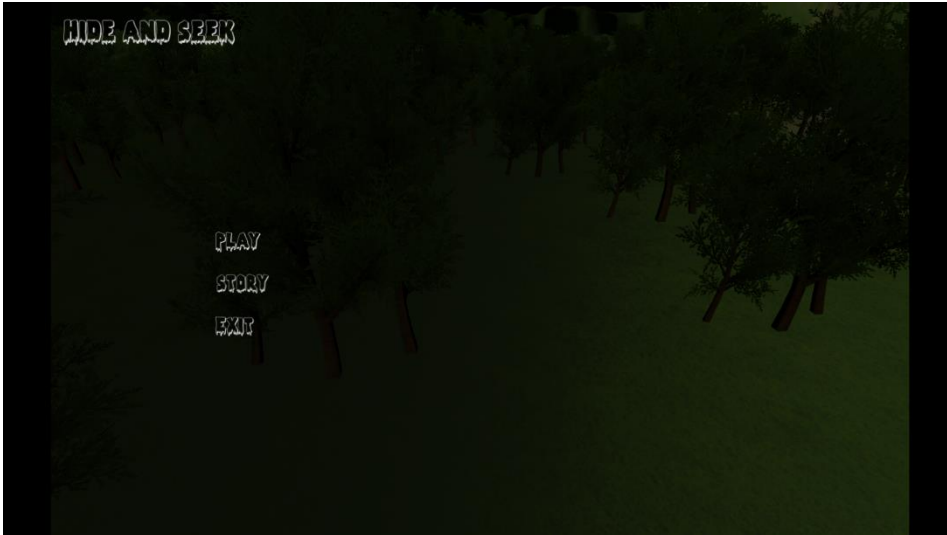


Hide And Seek



Hide And seek is a game that I designed to originally become an attempt at a 3D RPG, but when I showed my friend how it was coming along I was told that if I made it dark it would be the perfect horror game. So that's what I did made it dark Threw in Todd (Todd is kind of a jerk) and bam the game was born. The majority of the time that was spent on this game was me learning out how Unity did its custom terrain and how

Navmeshes worked. After I had that completed the next step was the menu and the game was finished.

