**Obstacle Course 3D**

The goal of Obstacle Course 3D is to his as few of the obstacles as possible when going from point A to point B. It might be hard to tell from the pictures here, but balls spawn rolling down slopes at the side of the stage, blocks spawn on top of the level and drop down, and the green rectangular prisms are actually spinning the entire time. It can be challenging for a player to maneuver through these obstacles and the main joy of the game is testing one's skill in dodging.

Admittedly the game isn't that polished visually, but the game design concept of consistency and affordance through color is seen here since all untouched obstacles remain their original color until they collide with the player when they turn pink. Making sure that every obstacle, regardless of shape or size, turns pink to signify a collision gives consistent feedback for what to expect when colliding with these obstacles. The color pink, which is of a warmer color, usually signifies some kind of error or detriment compared to the cooler hues of the rest of the level. The player is the brightest thing in the level, second to the white start and end platforms, which improves clarity allowing the player to easily keep track of themselves on the level (well the camera also tracks the player and that helps too).

**Assets**

Player

- Mamon - Yellow rectangular prism which moves with W, A, S, D

Moving Obstacles

- Spinner - Initially green rectangular prism which spins at a constant rate
- Balls - Initially blue spheres that have gravity properties which let them roll around
- Droppers - Initially blue cubes which drop from above the level

Immobile Obstacles

- Blocks - Initially blue rectangular prisms placed on the level, immovable
- Borders - Initially blue long rectangular prisms which are both obstacles and a protection from the player leaving the level by falling off

Other

- Ramps - Blue rectangular prisms, angles upward about 40 degrees which allow balls to roll into the main play area
- Start/Goal - Very flat white rectangular prisms