

DES643

Design for Augmented Reality and Virtual Reality

Laboratory Assignment 1

1. Obtain a student license for using Unity in the laboratory following the procedure shared on HelloIITK
2. Create the Flappy Bird game as described in the class
3. Randomize the interval at which pairs of pipes spawn
4. The game must end if the bird falls down and disappears from the screen
5. Introduce a background music in the game
6. Award the players a medal using an image displayed along with the score; this can be any image or any type of medal you choose (e.g., ribbons, actual medals, trophies, etc.). Use the following scheme for awarding medals:
 - 1-5 points: Bronze
 - 6-10 points: Silver
 - >10 points: Gold
7. Implement a pause feature, such that the user can simply press “P” (or some other key) and pause the state of the game. When the player pauses the game, a simple sound effect should play. At the same time this sound effect plays, the music should pause, and once the user presses P again, the gameplay and the music should resume just as they were! Also, display a pause icon in the middle of the screen, nice and large, so as to make it clear the game is paused.
8. When the game ends, in addition to displaying “Game Over”, mention “Flappy Bird, Developed by xxxx, Roll No. yyyy”, where xxxx is your full name and yyyy is your roll number.
8. Build the game and create a zipped file of the game project so that it can be downloaded and tested
9. Create a movie of your game play using OBS or other software
10. Combine the game project zipped file and the movie into a single zipped file and upload it to HelloIITK