

CSE-411L: INTRO TO GAME DEVELOPMENT LAB

Lab 8: Unity API (UI Button, SceneManager, PlayerPrefs, Static Classes)

Objective:

In this lab we further explored the Unity API.

Tasks:

1. Open or create a Unity scene.
2. Create a simple UI with a Play button. When pressed, the current scene should close, and a new scene (the game from the previous lab) should open.
3. In the previous lab's scene, add a new text box to the UI to display the high score.
4. For score management, create a new class called `ScoreManager.cs`. In this class:
 - a. Define a static integer for the score.
 - b. Add non-static references for `highScore` and `score`.
 - c. Ensure this class manages both the score and the high score.
5. Include a static void function in the `ScoreManager.cs` class to be called when the game is over. This function should handle high score logic, updating the high score if the current score is higher.
6. In the game scene (from the previous lab), the Game Over panel should include two additional buttons:
 - a. Exit: Returns to the scene with the Play button.
 - b. Replay: Restarts the current scene.