

# **CSE-411L: INTRO TO GAME DEVELOPMENT LAB**

## **Lab 6: Unity API (Input Axis, Raycast and Instantiation Methods)**

### **Objective:**

In this lab we further explored the Unity API.

### **Tasks:**

- Open/create a Unity scene.
- Create a player cube that moves forward, backward, left, and right using axis.
- The camera in the scene should be set to a top-down view.
- The player should be able to shoot bullets the bullets must destroy themselves after 2 seconds.
- Create 3 enemies on the plane.
- When the bullets hit the enemies, the enemies must turn first yellow and then red and then destroy themselves with 1 second interval between each behavior .
- Create an array of these strings (Dead!, Killed!.. Defeated!) when the enemy dies any of these messages should print on console “Randomly”