Mid-Term Exam

Create a new Unity project and name it lastname\_exam. The project will include two scenes, one for the main menu and another one for the game.

Import the package provided. It should include an FPSController and multiple prefabs to create an interesting level.

Here are the minimum requirements for each scene. You will need to create scripts to handle some of the behaviors required. There is some flexibility allowed when creating this project.

Menu scene:

* A background image (matching the theme of the game)
* A title
* Instructions on how to play the game
* One button to start the game
* One button to quit the game

Game scene:

* Using the assets provided, create an indoor environment (it should include three connected rooms). Make sure that the assets are well aligned and that the environment is well lit.
* Include the FPSController provided. There should only be one audio listener in the scene.
* The player should have a score and a health properties.
* Create a prefab for pickup items. The player should be able to pick them up to increase his/her score. The scene should have a minimum of ten instances of the prefab throughout the level.
* Create a prefab for traps. When the player collides with traps, his/her health level is decreased. The scene should include a minimum of ten instances of the trap prefab in the level.
* A display for the score and the health level of the player.
* If the player’s health becomes less than or equal to 0, a game over message should be displayed for a second or 2 and then the game should return to the menu scene.
* If all the pickups have been collected, a You Won message should be displayed for a second or 2 and then the game should return to the menu scene.

You can use the Invoke method to delay the call of a method: Invoke(“methodName”, 2).

Your project should be organized, include meaningful names for all assets and variables you create, and your code should be commented when necessary.