Assignment 2 - Player spawning

In second assignment you should implement spawn points for four players. Each player unit are spawned to their own spawn point when level is loaded. Player unit is respawned to their own spawn point after they die if player unit has lives left.

After spawning to spawn point, player unit is invulnerable for a while, for example 0.5 seconds - 1 second. While player unit is invulnerable player unit should flash like in good old games. When invulnerable, player unit doesn't take damage when colliding with enemy unit, but enemy unit should still get destroyed because of the collision.

Minimum requirements

Spawning player units to Level1 scene. Implement spawn points for four players, one for each player. Player units should be spawned to spawn points when scene Level1 is loaded.

Bonus

At the moment neither player units nor enemy units take damage when colliding with each other. Implement damaging player and enemy units when collision occurs. On collision the enemy unit should get destroyed. Player unit's health should be decreased to destroy player unit after 1-3 collisions. When player unit gets destroyed Lives variable's value should be subtracted by one. Player unit should be spawned back to its spawn point if it has lives left.

Grading

0: Exercise is not returned on time or it does not meet the minimum requirements
1-2: Exercise meets minimum requirements but it doesn't work properly or it doesn't follow practices we have studied during lessons.
3: Exercise meets minimum requirements, it works properly and it is well done.
+2 points: bonus task is implemented

I can reduce points if I have to write extra code to test if the assignment works properly.

Deadline

Sunday 26.3.2017 at 23:59.
Submit a link to your implementation or use a pull request