DAWSON COLLEGE

COURSE TITLE
Scripting II

DEPARTMENT
AEC

SEMESTER & TERM
Semester : F2019   Term: 2

COURSE NUMBER
582-82E-DW

CODE
NWE.33

PROGRAM TITLE
Independent Video Game Design

INSTRUCTOR
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INSTITUTION
Dawson College (Quebec, Canada)

Assignment # 5 10%

User Interface

Delivery date: April 9 2019, 6h30pm

For this assignment, you can download a demo of the wanted final result.
https://drive.google.com/open?id=1FMtmfl1OE9IccFzxvgdwpTdsisdzreaP

Your UI must:

- **2pt**)Have one input field that copy its content to a text field as soon as there is a value change.
- **2pt**)Have one input field that copy its content to a text field when content editing is completed.
- **1pt**)Have a drop down with its default content.
- **4pt**)Have at least one button that uses animation for state transition effect.
- **4pt**)Have a button "Show menu" that disables itself (interactable = false) and triggers an animation on a panel (menu). That animation is to make the panel slide on screen from out of screen.
    - o **2pt**)Sliding menu must contain a Scroll View.
        - ▪ **2pt**)Scroll View must contain 4 buttons.
            - **2pt**)The first one sets the drop down value to "Option B".
            - **3pt**)The second triggers an animation to a full screen image that changes its color to black opaque. (Fade out)
            - **3pt**)The third triggers an animation to the same full screen image that changes its color to black transparent. (Fade in)
            - **4pt**)The Fourth triggers an animation that make the menu slide out of screen and enable the "Show Menu" button (interactable = true).
- **3pt**)Have a cube with a floating health bar above it.
    - o **2pt**)Have a button that gives damage to the cube. The health bar must show the lost of health.
    - o **2pt**)Health bar must always look at the camera.
- **3pt**)When cube's health reaches 0, a game over text field must appear.

Return the complete unity project and a build (PC) in a single zip file.