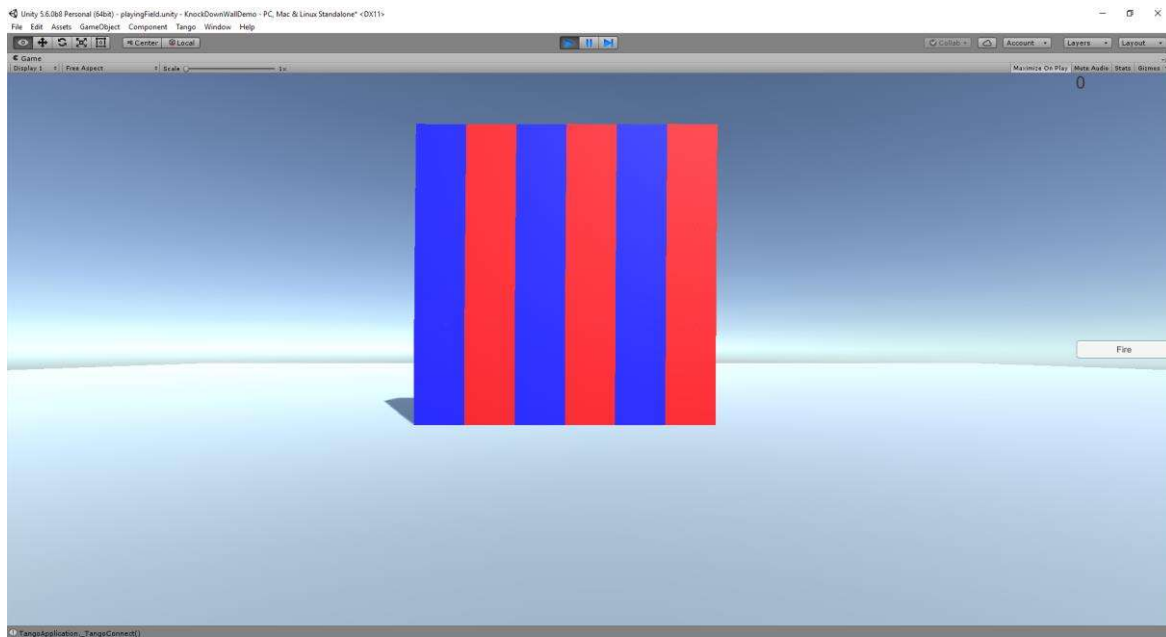


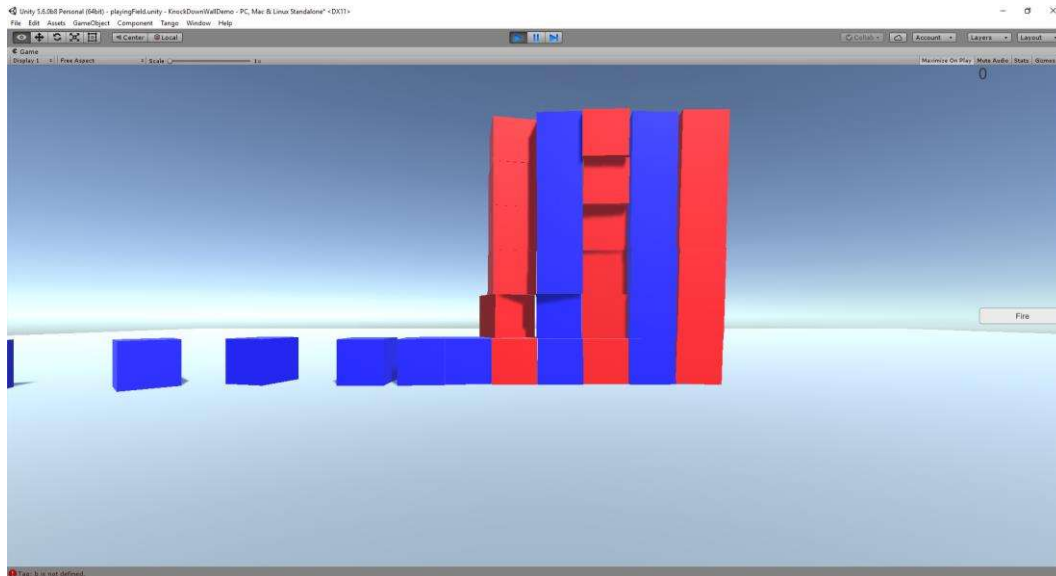
Assignment Number Four – Unity with Tango

STEP ONE (5 points)

1. Create two or more Prefab boxes, each prefab will have a different color.
2. In Startup the prefab boxes are Instantiated to create a wall like this:



This wall is made up of boxes.....here is a shot of the wall after it has been broken down so you can see the boxes better. Maybe you can make your's checkerboarded more so you can see the boxes better.



STEP TWO (10 points)

1. Make a cannon that shoots cannonballs at wall and has ability to knock it down.
2. Use arrow input from keyboard to move cannon up and down, left and right to control the bullets to be able to knock down all the walls. The cannon should be attached to the camera so camera moves with arrow keys.
3. Put button on screen to fire cannonballs.
4. Give the cannonballs the proper physics and speed to knock down the wall.....not blow the boxes off the stage.
5. Cannonballs will have a few second time limit before they expire.

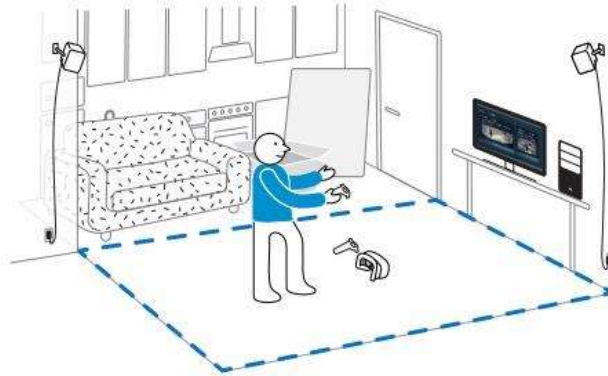
STEP THREE (10 points)

1. Put a countdown timer in the top right hand corner that slowly counts down the time from 1 minute, or 30 seconds, whatever is appropriate for your game.
2. Put a target hidden behind wall. Something that gets hit with Cannonball will stop the timer.
3. If timer gets to zero, game over, you lose.
4. If target gets hit the timer stops and the player wins.

STEP FOUR (10 points)

1. Remove arrow movements and add Tango Camera movements
2. With Tango camera movements you will be able to get better angles on the shots.
3. With Tango camera movements you will be able to walk the camera forward and go around the wall.....we don't want that, put an invisible barrier in the game that when the players gets near appears.....a warning, but not something that stops the player.

- a. If player walks too far forward a barrier pops up, similar to the Vive VR room space boundaries, if the player gets near this boundary a barred, jail type wall appears



4. The tango will always start at 0,0,0 location so your playable box will be proportional to keep them from getting too close to the wall.
5. If they break through the wall the clock will start going much faster, if they stay out for long they should hit the end game much quicker. (Maybe you can try to see if you can run up, around the wall and hit the target before the time hits zero.....shouldn't be able to do that).

STEP FIVE (5 points)

1. What did I miss??.....Do something five points worthy.....
 - a. Randomize it more
 - b. Levels that get harder.....
 - c. Etc. etc.