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Games and Multimedia

Practical Assignment 1

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Course:

Introduction to Programming

# Implemented Algorithms

## Destructible platforms (Example)

To implement this feature…

## Bullet ricochet (Example)

To implement this feature…

## Jump down off platform (Example)

To implement this feature…

# Reasoning behind the options taken

## Using Colliders to detect other enemies

The events “OnTriggerEnter2D” and “OnTriggerStay2D”

We decided to use this approach because ...

# Implemented Features

(If all features are completed…)

All the features required in the practical assignment corresponding to this evaluation were fulfilled completely.

(If there are features left to do…)

## Partially Implemented Features

The features that were partially implemented were:

* Feature 1
* Feature 2
* …

## Features Not Implemented

The features that remained to be implemented were:

* Feature 1
* Feature 2
* …

# Bibliography

During the development of this work, the following references were consulted:

* Sams Teach Yourself Unity Game Development in 24 Hours, Meik Geig (Example)
* https://unity3d.com/pt/learn/beginner-tutorials (Example)
* YouTube channel of the user [username] (video URL)