

## Darren Scott Assignment 5

My initial idea for the mod is I want to apply a pirate theme to the game. I want to turn the player triangle into a pirate ship. I also want to change the background into an ocean looking background. The third thing I want to do is turn the asteroids into cannonballs.

- Pirate Ship
- Ocean background
- Cannonballs

For the pirate ship I will create a sprite and attach the player script to replicate the original triangle. To make it a little more complex when the ship is still the sails will be up, but when moving the sails will be down. I created a photoshop sprite for each pirate ship state. I then dragged one of my ship sprites onto the playership object.

2 problems, the ship is TINY must scale up. It's also sideways which makes it kind of wonky to steer.

Taking a pause and step back to retry this part.

Step one was to redo some of my sprite in photoshop. I flipped the actual sprite and sized it up. Now when I replaced the player sprite it looked a little better.

I decided to drop the other sprite swaps because they were a little too similar. Instead I'll add the pause menu that will stop time. I added a script in unity and added a player input button activation. I took out the player interaction component because I learned the scripting for getting input.

Changing around my plan I added some audio events for the game. At first I considered if I should add either background music or cannon firing sounds. Then I realized I could just do both. I added the background audio to the canvas and made a script for firing the cannon shot on left click. This creates a bit of weirdness as shooting is based on the click and not the actual bullets.

One last thing I did was to rename the projects and then update my readme.