CPSC386 - Assignment1 – Daniel Wu

I also want a document outlining what has been done:

* Scripts/Components listed and described
* GameObject composition detailed (i.e. what components make it “work”)
  + **Specifically GameObjects that use your created components**
* Brief description of each scene
  + **Mention which gameobjects are included, and their expected interactions**
  + MainMenu
  + Game1 – This scene contains gameObjects and Scripts to play the game in a Time Battle mode. It must be loaded together with baseLv scene (as *LoadSceneMode.Additive*). It is loaded from MainMenu Scene with the command SceneManager.LoadScene(SceneName, LoadSceneMode.Single)
  + Game2 - This scene contains gameObjects and Scripts to play the game in a Endless Game mode. SceneManager.LoadScene(SceneName, LoadSceneMode.Single)
  + BaseLv – this scene provides fixed objects that will occurs in all games like the four walls and the back button. It is loaded together with the game scene as an Additive “SceneManager.LoadScene(Scenebase, LoadSceneMode.Additive)”
  + Instructions
  + Credits – A simple scene which give credtis to the creator of this game.
  + GameOver
* Source Code for all scripts included at end or included as an archive file i.e. zip (only scripts are required. Sending the assets is appropriate, but **points will be deducted** if the entire project’s files are submitted)