Mobile and Console Games - PROG58634
Programming Challenge #2

Due Date:

March 3rd, 11:59PM

Assignment Type:

Individual

Submission:

- Your files should be submitted through SLATE.
- You should submit a complete Unity Project
    - **Please make sure you remove the .vs, Library, and obj folders**
- Your project must run to receive marks, programs that fail to run will receive a grade of zero

Summary:

For this programming challenge you must do the following using the textures found in our content section:

Systems and Menus:
- Create a main menu that has the following buttons:
    - Play – This will load your game level (see below for details)
- Create a HUD menu that is visible during game play and has the following:
    - A Text Field that updates with the amount of time the user has played
    - A Text Field that displays the total coins collected (see below for details)
- Feel free to use the menu manager use in class

Level Design:
- Create a 2D top down level using the TileMap feature in Unity
- You must have your level enclosed using collisions
    - Collisions must be optimized instead of having every tile use a separate collision
- There should be pickup items in your in your level (coins)
    - Use the Prefab Brush that was implemented in class to paint your coins in the level
- Your level must also contain Fire Traps:
    - The traps will trigger after a fixed duration of time when the player passes through an invisible collider. The trigger should play an audio cue immediately to let the player know something is going to happen
    - After the trap is triggered and the time has elapsed the fire should animate and if the player is within the area of the fire it will kill the player (one hit kill)
    - When the player dies teleport back to the start of the level

Character:
- Use the Ninja from our previous class (or create it again), but you will need to add more animations
- The Ninja must be capable of doing the following animations in all 4 directions: walk/idle/attack
- When the ninja attacks, he should shoot a fireball and the fire ball should destroy itself when it hits a wall

Camera complete one of the options below:
1. Add a Cinemachine camera to your character so that it follows you throughout the world.
   OR
2. Add the camera to your ninja so you can get through the level

Audio:
- Traps must play audio cues.
  - https://assetstore.unity.com/packages/audio/sound-fx/8-bits-elements-16848
- If you want to add more audio to your scenes feel free to make the game more immersive.