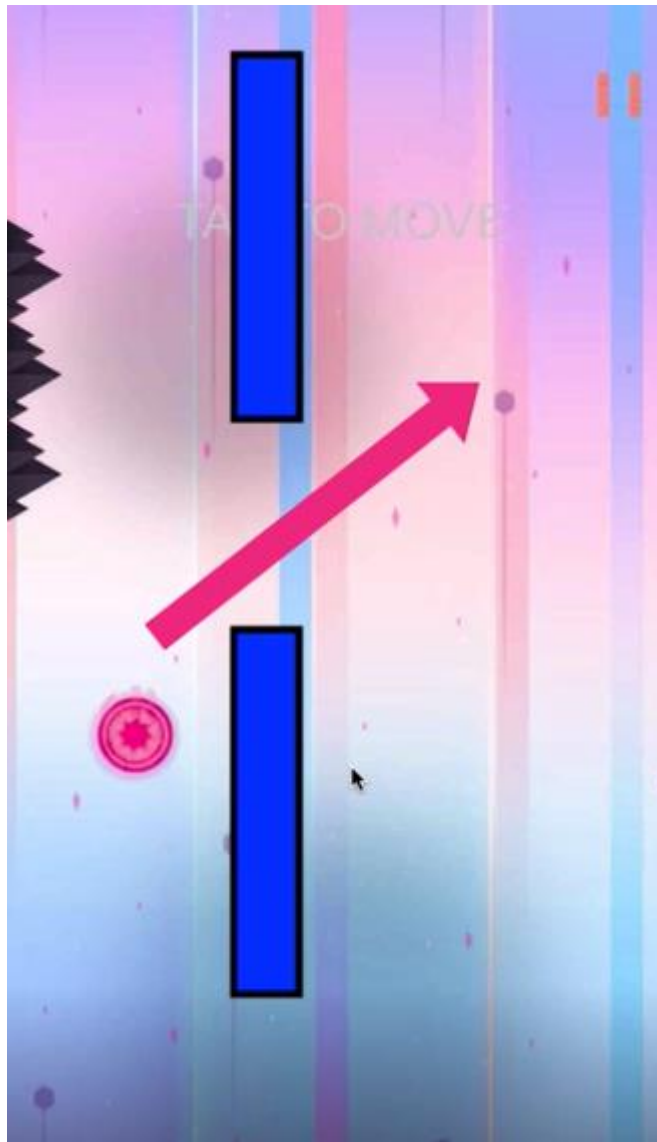


## LAB Manual 06

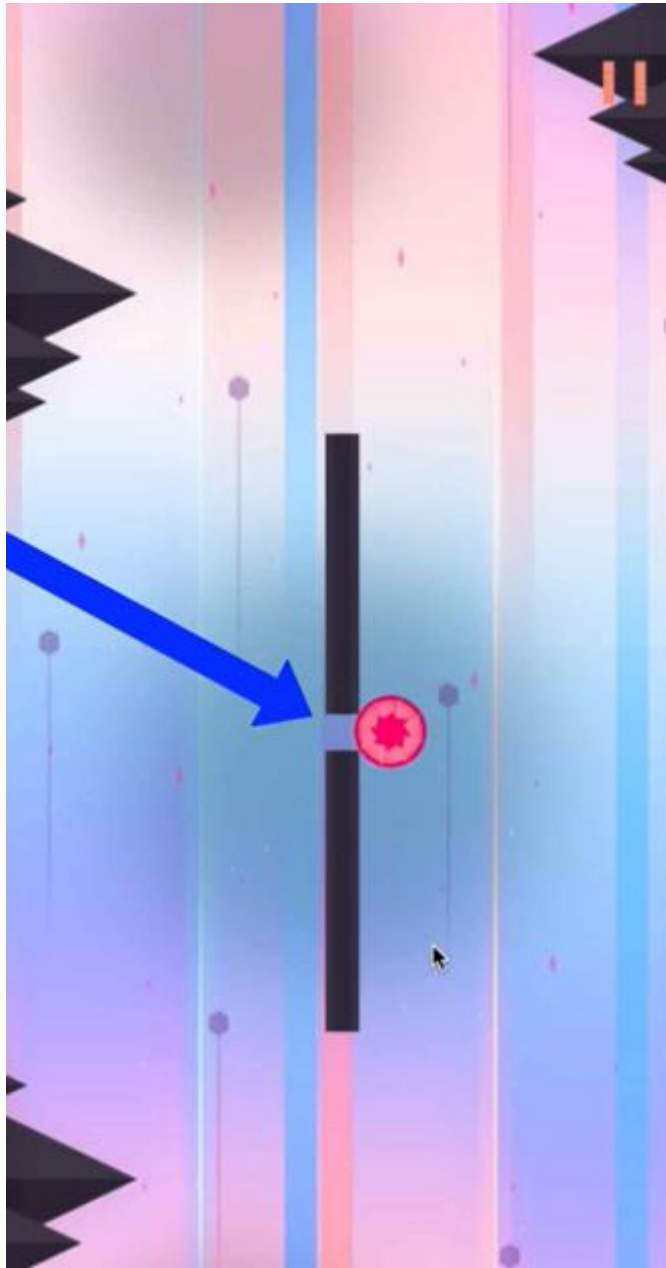
### Make Game Unique

- Making a game unique
- Add in a new gameplay element
- Learn about character components

Add a new element: Barrier



- Solo other scenes. only one scene to check
- Keep in mind while making an endless game
- Don't put the barrier at bottom or top of scene

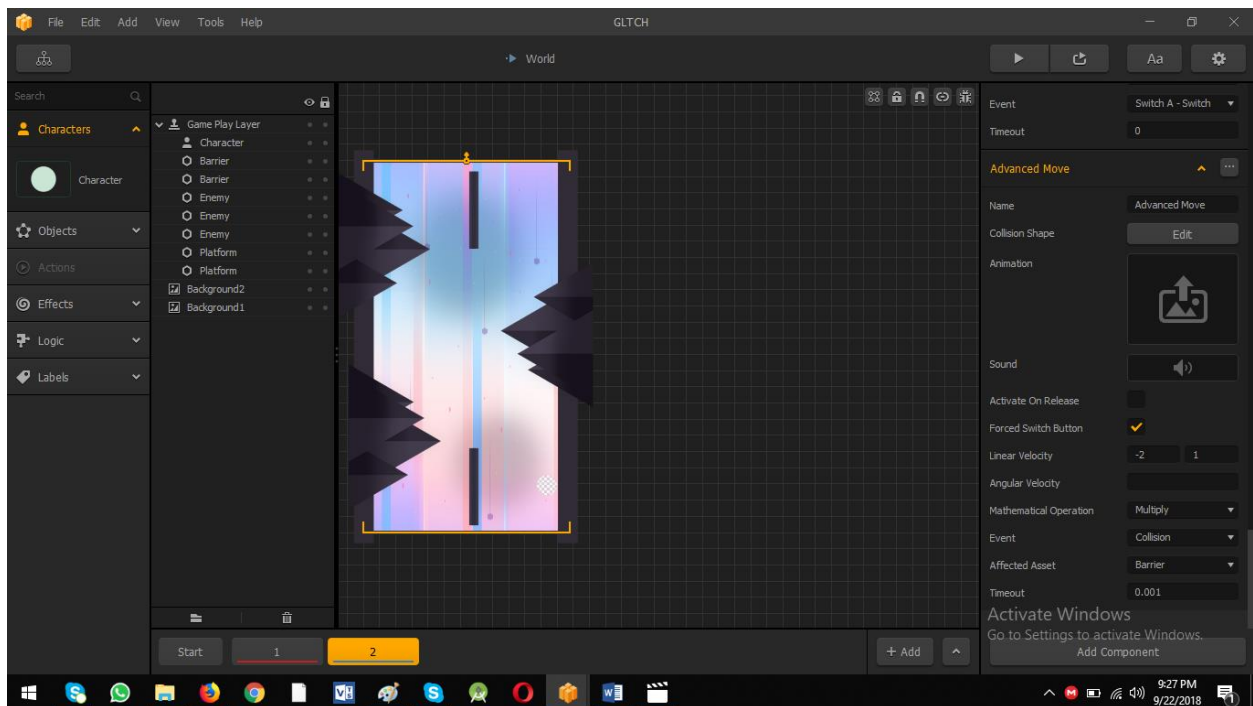


- Make some adjustments

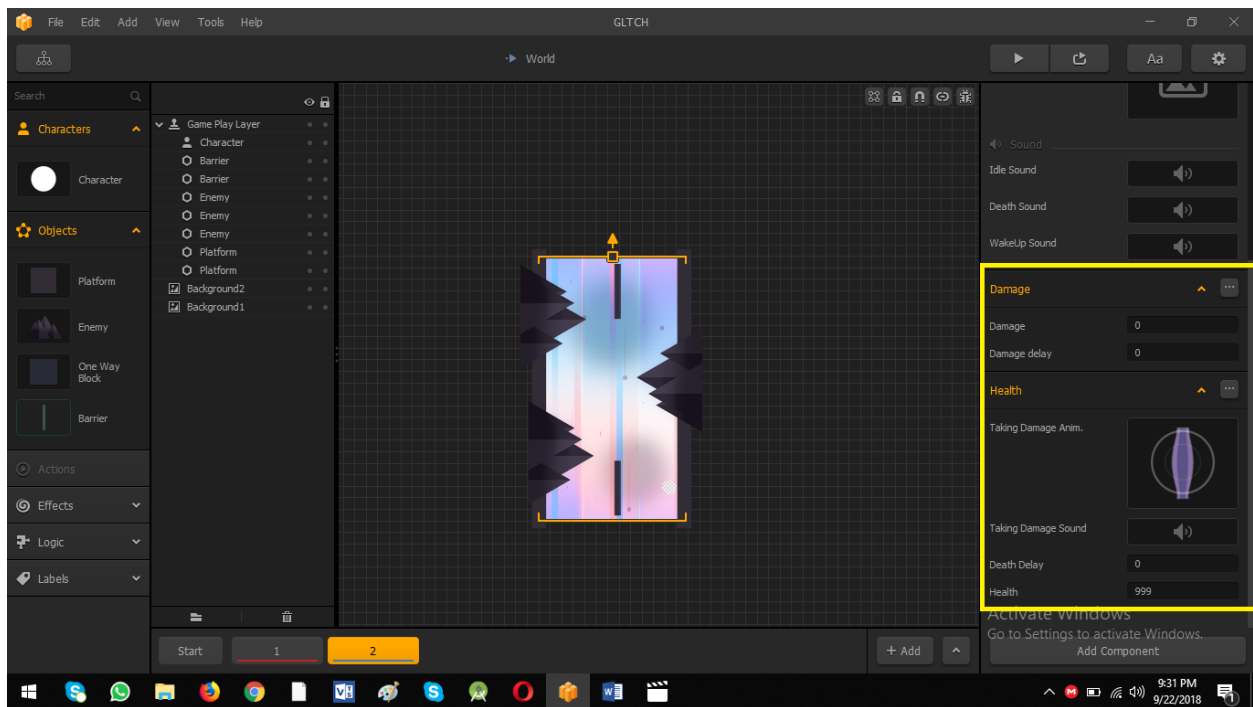


Add new character component --- Advance Move and insert values to test its behavior

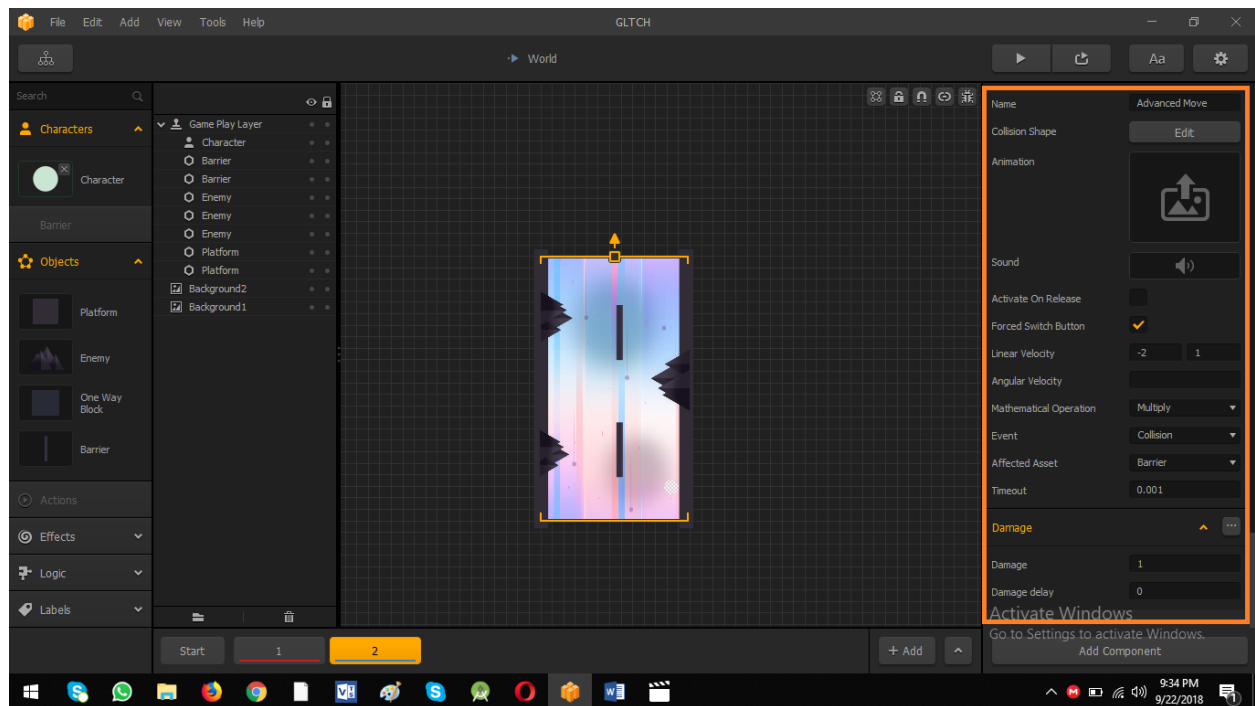
- **Character Settings**



- **Barrier Settings**



- Character settings to show barrier damage animation

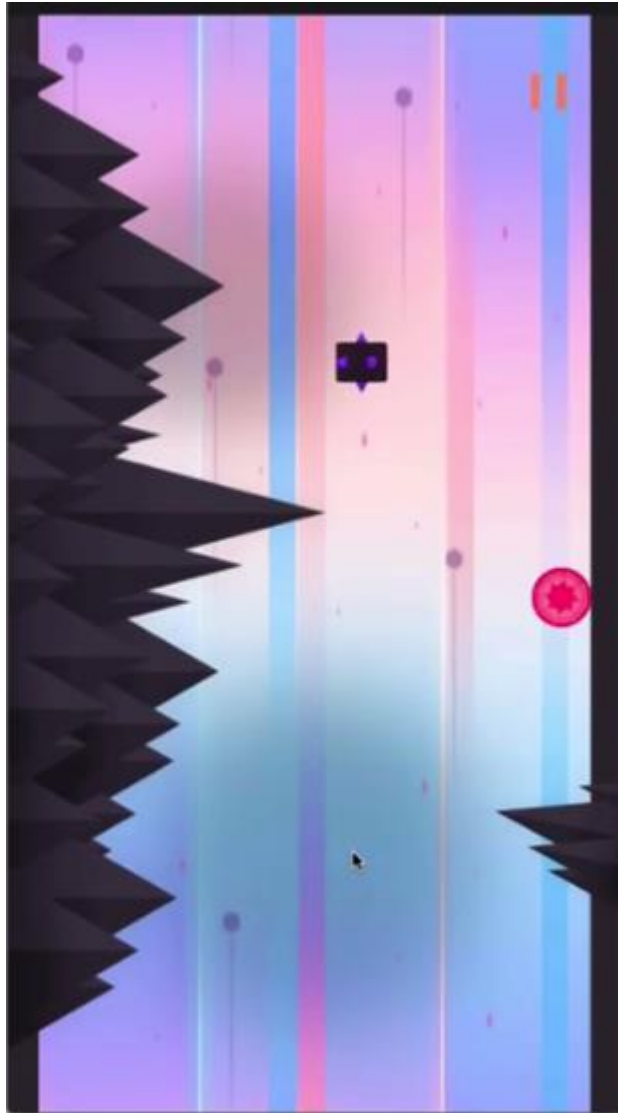


## Perform Task

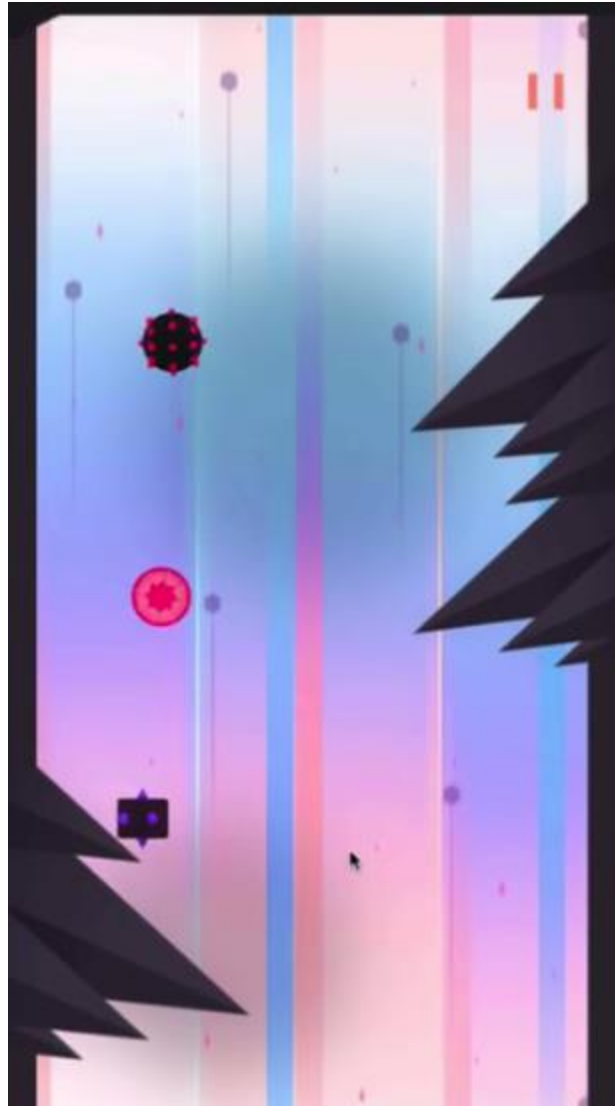
Test 01:



## Test 02



## Test 03





## Test 04

