

Assignment 5 - Whack-a-Food

Estimated time: 1h

Summary

Assignment overview

Put your User Interface skills to the test with this whack-a-mole-like challenge in which you have to get all the food that pops up on a grid while avoiding the skulls. You will have to debug buttons, mouse clicks, score tracking, restart sequences, and difficulty setting to get to the bottom of this one.

Assignment outcome

1. All of the buttons look nice with their text properly aligned
2. When you select a difficulty, the spawn rate changes accordingly
3. When you click a food, it is destroyed and the score is updated in the top-left
4. When you lose the game, a restart button appears that lets you play again

Assignment preparation:

- Download from Omnivox at assignment 4 the file: **Assignment 5_Pack_VGP233.zip**.
- Create a Unity3D project, in your repo folder, with **"Name_LastName_Assignment_5"**
- Extract the content of the zip file inside the Assets folder of your project.
- In Unity, access **Assets -> Import Package ->Custom Package** navigate to your assets folder and double click on the extracted file: **Assignment5_assets.unitypackage** and a window will open, click on **Import**.
- Two folders will be created in your assets folder: **Assignment5** and **Course Library**
- Open the folder **Assignment5** and double click on the scene **Assignment5**. That is the scene that you should work on.
- If you forgot the outcome shown in class, the folder instructions contain a video showing how the game should be at the end.
- You can delete the folder Scenes from your project.

WARNING!

When you import the assignment into your project, it is supposed to have bugs. The purpose of the assignment is for you to fix those bugs, which are listed below. Good luck!

Bugs to fix (**Total 10 points**):

1. *The difficulty buttons look messy. Center the text on the buttons horizontally and vertically. (1 point)*
2. *The food is being destroyed too soon. The food should only be destroyed when the player clicks on it, not when the mouse touches it. (1 point)*
3. *The Score is being replaced by the word "score". It should always say, "Score: __" with the value displayed after "Score:." (2 points)*
4. *When you lose, there's no way to Restart. Make the Restart button appear on the game over screen (2 points)*
5. *The difficulty buttons don't change the difficulty. The spawnRate is always way too fast. When you click Easy, the spawnRate should be slower - if you click Hard, the spawnRate should be faster. (2 points)*
6. *The game can go on forever. Add a "Time: __" display that counts down from 60 in whole numbers (i.e. 59, 58, 57, etc) and triggers the game over sequence when it reaches 0. (2 points)*