Assignment 3 - Booleans, Bombs and Baloons
Estimated time: 1h

Summary
Assignment overview

Apply your knowledge of physics, scrolling backgrounds, and special effects to a balloon floating through town, picking up tokens while avoiding explosives. You will have to do a lot of troubleshooting in this project because it is riddled with errors.

Assignment outcome

1. The balloon floats upwards as the player holds spacebar
2. The background seamlessly repeats, simulating the balloon's movement
3. Bombs and money tokens are spawned randomly on a timer
4. When you collide with the Money, there's a particle and sound effect.
5. When you collide with the Bomb, there's an explosion and the background stops.

Assignment preparation:
- Download from Omnivox at assignment 3 the file: **Assignment 3_Pack_VGP233.zip**.
- Create a Unity3D project, in your repo folder, with **"Name_LastName_Assignment_3"**
- 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: **Assignment3_assets.unitypackage** and a window will open, click on **Import**.
- Two folders will be created in your assets folder: **Assignment3** and **Course Library**
- Open the folder **Assignment3** and double click on the scene **Assignment3.** 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 player can't control the balloon. The balloon should float up as the player presses spacebar *(1 point)*
2. The background only moves when the game is over. The background should move at start, then stop when the game is over*(1 point)*
3. No objects are being spawned. Make bombs or money objects spawn every few seconds *(1 points)*
4. Fireworks appear to the side of the balloon. Make the fireworks display at the balloon's position *(2 points)*
5. The background is not repeating properly. Make the background repeat seamlessly*(1 points)*
6. The balloon can float way too high. Prevent the player from floating their balloon too high *(2 points)*
7. The balloon can drop below the ground. Make the balloon appear to bounce off of the ground, preventing it from leaving the bottom of the screen. There should be a sound effect when this happens, too! *(2 point)*