

Unity Engines Phase 1

Task 1

1. The game that I choose was Color Switch, which was created by David Reichelt. The aim of the game is to try and reach the end of the level simply by navigating the ball upwards without dying. Some people find this game very addictive and irritating, depending on how good you are. I followed a youtuber named Brakeys to replicate some mechanics of the game.

As a software development model, I used the V-shaped model because while I was creating the game I had to continuously test out certain mechanics.

2.

Player Script	
Void Start()	Set a random color to the player's ball at the start of the game.
Void Update()	So the player can move the ball upwards with a force.
Void OnTriggerEnter2D()	If the ball collides with specific things, different events will occur.
Void SetRandomColor()	To change the color of the ball to a random one.

Rotator Script	
Void Update()	It will rotate the circles during the whole game.

Load Scene Script	
Play Game()	To switch to the game scene.
Main Menu()	To switch to the main menu scene.
Exit Game()	To exit the game.

Follow Player Script	
Void Update()	The camera will move with the player when he crosses the mid-point.

Circle Spawner Script	
Void Start()	Used a for loop to create 10 obstacles at the start of the game.