COMP 305

Game Programming 1

# Lab 2

## Due: Friday

**Instructions:**

Using GIMP, draw a total of **3 buttons** and a **pixel-art version of yourself (Max 64x64)**. Save each of these as PNGs and ensure that all have transparent backgrounds. Ensure the buttons are labelled properly with different colours.

In Unity, create a new scene called **Lab2**. Layout the 3 buttons along the bottom of the scene with your pixel-art sprite of yourself positioned in the middle of the scene. Allow the player to click on each of the 3 buttons. Clicking the button should change the colour of the t-shirt of your pixel-art character. Ensure 3 colours can be selected by clicking the 3 buttons.

**Submission:**

* Link to your GitHub repository hosting your lab files
  + Ensure a new scene is created and named properly

**Marks:**

* **5xp**