COMP 305

Game Programming 1T

# Lab 4

## Due: October 6, 2017 @ 11:59pm

**Instructions:**

In Unity, create a 2D side scroller scene containing stacks of boxes arranged in varying configurations.

Implement that ability for the player the click an area of the screen and place a **timed bomb**. This bomb should explode after 3 seconds, pushing all boxes in its near vicinity around in a predictable and believable way.

Build a WebGL solution to a folder called **Builds** (Assets/Builds) and upload to GitHub

**Submission:**

* Link to your GitHub repository that is hosting the Lab 1 files. Submit the link to eCentennial.
  + Ensure you have a minimum of 1 push
  + Ensure your Unity files are present
* Ensure your WebGL build is in your repository

**Marks:**

* **5xp**