COMP 305

Game Programming 1

# Lab 5 - Scripting

## Due: TBD

**Instructions:**

In Unity, create a simple game that spawn 30 objects (of your choice) on the screen at random positions. You must have at least 3 unique objects. Add a 30 second countdown as part of the HUD. Once 30 seconds has completed display an inventory **in a new scene** showing all the items that have been picked up by the player. Duplicate items should be shown only once with a number indicating the amount of objects picked.

Hint: Use **DontDestroyOnLoad** to transfer objects between scenes.

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**