Open ‘SampleScene’ in ‘Scenes’ folder and set to ‘Full HD(1920\*1080).

Game Object:

On the top left is score. Counting down timer is below it. Red planes are enemies. Blue plane is the player. Yellow bullet is shot by player.

A picture containing text

Description automatically generated

Behavior and Controls:

Enemies is created every 5 seconds in a random place in the upper half of screen, and will fly toward the bottom of the screen.

Player can move around in the screen by pressing “W, A, S, D” on keyboard. Player can shoot bullets by pressing “space” on keyboard.

Score:

Enemy will be destroyed when hit by a bullet and player will earn point. If an enemy hits player, enemy will be destroyed, and player loses score. If enemy reaches bottom of the screen, enemy will be destroyed and player loses score.

When losing or earning score, corresponding sound will be played.

End:

When count down timer reaches zero, game ends and will show final score.

Chart, treemap chart

Description automatically generated