Submission Details

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| Student Name | Harrison Benn |
| Student ID | 138527190 |
| Date | 24/02/2022 |

Plan Estimate Record Sheet

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| P.E.R. Sheet | | |
| **Task** | **Estimated Time of Completion**  **(*minutes)*** | **Actual Time Spent**  ***(minutes)*** |
| Set up Scene | 20 | 20 |
| Helicopter Movement | 10 | 30 |
| Collision Detection | 10 | 5 |
| Pickup Soldier | 5 | 3 |
| Hit Tree | 5 | 2 |
| Update Soldiers in Helicopter | 5 | 2 |
| Emptying Helicopter | 5 | 2 |
| Update Soldier Rescued | 5 | 2 |
| Sprites | 10 | 10 |
| Game Over | 5 | - |
| You Win | 5 | 5 |
| Reset with R | 2 | 2 |
| Pick up Soldier Sound | 5 | 8 |
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Reflection:

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| I am a bit disappointed it took me a long time to set up the scene. I hadn’t used Unity in a while which meant that doing the basics took a bit of research but towards the end I got the hang of it which will be useful in the later labs.  Unfortunately because of this I did not get to implement any extra features. What I would have liked to implement is below. |

Extra Feature(s):

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| NA for this project unfortunately. What I would have like to implement:   * Timer * Tank at the bottom of the screen to shoot the helicopter like in the original MASH game * A missile of some sort to destroy the trees that can be used once per level |

Graphical user interface, text, application

Description automatically generatedVersion Control:

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