CST 326 – Game Development

Project 1 - PONG (Part 2)

California State University Monterey Bay

Objective:

Last week we were able to get the basic blocks of Pong going… now we are going to add some polish and some interesting gameplay (incorporating both sound effects, GUI, and physics modifiers).

Continue committing to your Pong Part 1 repository for this project.

SUBMISSION: FORMAT AND RULES

(Part 1) You have until Sunday, 11:59:30 PM to upload your solution for Project 1B. “Uploading” consists of sending the URL for the download of your latest commit on the project.

(Part 2) You have until class starts, February 10rd, to upload the link from your screen captured video (should be an ‘unlisted’ video in YouTube in your profile) with you explaining your code (should be <5 minutes). Alternatively, you can explain your code in person to me in class (again <5 minutes).

The total value of this activity: 40 bonus points (up to 50 with extra credit)

Implement the following in your game:

(10 Points) Implement Sound Effects when the ball collides against the paddles

* (7 points) Have one sound effect for all paddle hits
* (10 points) Have sound effects that take in either speed of the ball or where the ball hits the paddle

(10 Points) Implement Power Ups - Add gameobjects to the board that will alter the behavior of the game (e.g. change the ball speed, paddle size, ball direction)

* (5 points) Implement one modifier
* (10 points) Implement two modifiers

(10 Points) Scoring - show the current score with text on a Unity Canvas

* (5 points) show the incrementing score
* (10 points) Add some effect to the text depending on the score (e.g. change the color of the text as the score changes)

(10 Points) Talking Through your project

* Talk about your project, point by point in the formats discussed in class
* You get 1 point for turning something in a video (or talking with me in class) and 3 points for each section (Sound Effects, Power-Ups, and GUI) you discuss for a total of 10 points.