GAME2341 – Assignment 05

General Points

- Assignment 05 can be completed using content from the following:
  - Blackboard | Resources | Week 5 | Videos/PPTs
    - *Unity Terms*
    - *NumberGuessUI*

Requirements

1. Create a Unity project named NumberGuessUI.
2. Follow the steps in the *NumberGuessUI* video listed above and include the functionality in the project as outlined and described.
3. Complete a State Transition Diagram in draw.io (now diagrams.net) like that shown in the video. Select File | Export as… | SVG to save your diagram as an SVG file. Include the .svg file with your Bb submission.
4. Complete the four scenes using assets that you download/create.
5. Take screenshots of the four scenes successfully running and include the screenshots with your Bb submission.
6. Submit the files individually to Bb.
7. Include comments at the end of the NumberGuessUI.cs file with a statement explaining your experiences with Assignment 05. Make this authentic (minimum of 2-3 sentences).

TEST – TEST – TEST your application to ensure the specific program requirements are met.

- Not meeting all requirements = 0 points for the assignment.