

GAME2341 – Assignment 06



General Points

- Assignment 06 can be completed using content from the following:
 - [Blackboard | Resources | Week 6 | Videos/PPTs](#)
 - *SceneNavigation*
 - *Transforms*
 - *DeltaTime*
 - *ShootTheBlocks*

Requirements

1. Create a Unity project named *ShootTheBlocks*.
2. Follow the steps in the *ShootTheBlocks* video listed above and include the functionality in the project as outlined and described.
3. Complete the game using asset(s) that you download/create.
4. Include the five C# files: ShooterV1.cs – ShooterVFinal.cs files.
5. Wire all five C# files to your Main Camera GO.
6. Take screenshots of your game successfully running and include the screenshots with your Bb submission.
7. Submit the files individually to Bb.
8. [Include comments at the end of the ShooterVFinal.cs file with a statement explaining your experiences with Assignment 06. 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.