

CS382 Game Design, Development, and Technology
Project 1 (5 points)

This project may be completed in pairs.

1. Read over Bond Ch 16 where they analyze the Apple Picker and Kaboom! games.
2. Do the Apple Picker tutorial from Bond Chapter 29. (1 point)
3. Enhance the finished Apple Picker project in the following ways:
 - a. Add a start screen with a start button. (1 point)
 - b. Change the game so that there are 4 baskets instead of 3. (1 point)
4. Add a UI object at the center top of the game that tells the player what round she is in. It should start with saying something like "Round 1" and continue through "Round 4". It should say "Game Over" when the game ends. Also, add a restart button. (1 points)
5. Add a falling object that you don't want to catch in the basket (for example, a branch). Catching a branch should result in "Game Over." Branches should fall much less frequently than apples. (1 point)

Notes:

I am well aware that the Apple Picker project can be copied from the internet. Try instead to work through the tutorial and understand what you are doing. This is an opportunity to learn Unity.

Submission:

Submit a one-page PDF file on Moodle that contains a GitHub link to your project and the name of the person you have collaborated with. If you have worked in a pair, only one person should submit.