

CS382 Game Design, Development, and Technology  
Project 2 (10 points)

This project may be completed in pairs.

1. Do the Mission Demolition tutorial from Bond Chapter 30. (1 point) Enhance the finished Mission Demolition project in the following ways:
  - a. Use the correct Unity version and upload to GitHub with the correct Unity gitignore. (1point)
  - b. Add a “Game Over” screen with a “Play Again” button. (1 points)
  - c. Make 4 levels with 4 castles different from the ones shown in the book. Order the castles from easy to difficult, so that the game increases in difficulty with each level. (1 points)
  - d. Use a Line Renderer to draw the rubber band of the slingshot. (2 points)
  - e. Add a sound. Either the rubber band snapping as the projectile is shot, or the projectile whirring as it flies through the air. (2 points)
  - f. Make the game cooler in a meaningful way (2 points). Be sure to leave a readme file that explains the enhancements.

Notes:

I am well aware that the Mission Demolition 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.

Go here to download some useful files: <https://book.prototools.net/chapter-30-mission-demolition-3e/>

Submission:

Submit a PDF on Moodle with a link to this project on GitHub. If you have worked in a pair, only one person should submit. However, give the names of the pair on the PDF. Also, indicate what you have done to make the game cooler.