Coder Showcase

This is an TGL starter showcase. The Mandatory parts are written in normal text, important parts are **bolded** and optional tasks are *italized*. This project should not take long if you are experienced, but it should teach you good amount of basics if you are not. If you are starting with a buddy, you can do a combined project, but everyone needs to do all the tasks in their respective showcases.

* Create a simple game using Unity.
  + **The Game should be done using 2d camera, and played with UI buttons.**
  + **The Game should consist of 2 scenes: Main Menu (where the game starts) and the Game scene.**
  + The Game should be done for Android, and the final result built into an Android phone / tablet.
  + You can't use any Find commands to get objects. That means no GameObject.Find and no Transform.Find and none of the other variants. If you are used to using these, this is a good opportunity to learn of other ways to create references.
  + *Use Unity physics in your game. Make the player model use a Rigidbody and that they can run into physics object. You can try and use a collider as an trigger to do an interaction, such as a sound effect.*
* Add at least 1 music track that plays in the game. Use whatever track, free or otherwise that you want.
  + *Make the music continuously play, even through scene changes, without the music resetting or playing multiple times.*
  + *Add sound effects that are played when something happens. This can be done via basic Unity editor stuff for UI, but its better if triggered via code.*
* Make sure your code is documented. You don’t need to comment every single function, but if it’s even somewhat complex, you should at least add a comment to the function. And class explanations are good too.
  + Your class, function and variable names should also be descriptive. If I see 1 - 2 letter variable names outside of for loops, you will have to do it again.
* Your Unity project should be organized into folders. The basic usual Unity folder organization is fine. If there are multiple similar items, consider creating a subfolder for them.