

Lab Week 1

50.033 Game Design and Development

1004148 --- Kong Yik Khuen

Are you participating in the Weekly Lab competition? No

Provide the YouTube/other platform link to your screen recording:

<https://youtu.be/3qOFN6OyS8k>

Provide the link to your lab repository:

<https://github.com/Jukocross/GameDev2022>

Describe what you have done to achieve the desired checkoff requirement for this lab:

To implement restart, added a new Boolean variable “restartState” which check for the collision with the enemy. An overlay text with “Enter R to restart” will signal the user once collision detected.

Within the function Update(), the program will check for the button R and the var “restartState”. If both condition is true, the SceneManager will reload the current scene.