



## VRA 703 ASSIGNMENT 04 – UNITY - THE PINBALL MACHINE

This assignment is an individual assignment.  
This assignment will be graded, and must be completed for course completion.

### **Task – The Pinball Machine**

- This assignment will test all of your skills learned in this module:
  - o Colliders and RigidBodyes
  - o User Interfaces
  - o Unity Asset Store
  - o Audio Sources
  - o Joint components (Hinges, Springs, etc)
  - o Animations
  - o Particle Systems
- You are tasked to create a pinball machine that uses gravity for a ball to navigate.
- Your pinball machine should include:
  - o An animated spring to load the ball into the maze part of the machine.
  - o Audio for relevant parts.
  - o A main screen UI to enter the game.
  - o A player UI (button to make the ball appear when clicked, and a button to return to the main screen).
  - o A particle system to add effects to maze.
  - o There should be at least one button set up within the scene, set to world space mode, which should switch a particle system on and off.
  - o Different joint types to create obstacles for the ball to interact with.
  - o Assets you have modelled and textured.
  - o The machine should be at a slanted angle and not 90 degrees.
  - o The ball should have a physics material applied.
- Ensure that your naming conventions are consistent.
- Remember to give a name to your project when starting it.

### **Assignment Submission Procedure:**

- Name your project file as follows:  
SurnameName\_StudentNumber\_VRA703\_Assignment4  
e.g., AllieToufeeq\_123456\_VRA703\_Assignment4
- Zip your project folder. The entire folder must be submitted, if you get a limit exceeded error on Ikamva, please upload it to a google drive and email me the link.
- Name your zip file as follows:  
SurnameName\_StudentNumber\_VRA703\_Assignment4.zip  
e.g., AllieToufeeq\_123456\_VRA703\_Assignment4.zip
- Assignment Deadline: Monday 17<sup>th</sup> May, 9AM.