

Assignment 3 – Report**NAME: Masimba Banda****STUDENT NUMBER: c3059877****A. Code I created**

Red boulder for Level 3 that need to be destroyed.

Score setting for each ranking based on calculating performance.

Completing levels by collecting each star and loading the next scene.

Continuing next level after a cutscene by pressing a button prompt.

Destroying projectiles from enemies using attack button.

Boss or enemy dropping items such as final boss dropping star.

B. Code I reused/referenced

Code for enemy shooting and enemy patrolling was sourced from InScopeStudio YouTube Channel.

How to print time was referenced from

<https://www.youtube.com/watch?v=rOuggaO23C8&t=10s>

How to shake camera was outsourced from

<https://www.youtube.com/channel/UC9Z1XWw1kmnvOOFsj6Bzy2g>

How to add music was sourced from

<https://www.youtube.com/watch?v=QSTKy9cHmcl&t=4s>

C. Assets I created

All the music I created myself using the program Bfxr. A very handy small downloadable tool that one can make custom music. The in game effect and level soundtracks were all created using this program.

Background images for the levels were all made using Paint3D. The platforms for level 1 where asses.

Special effects like enemy and projectile destruction effects were all made using Paint3D and used in the prefabs of unity.

All cutscenes I created using Windows Video Editor.

D. Assets I sourced/referenced

Character and enemy sprites were referenced from <https://opengameart.org/>

Background images from GoodFon.com



