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Prime Number: 7

I implemented the solution by creating a separate instantiation Boolean for the blue powerup called `bluePowerInstantiated`, and it's initialized to false. If the Boolean is false, the first object spawned by pressing 1 will be coloured blue. It'll set the Boolean to true after and any object spawned after the blue star is spawned will be coloured yellow. To swap the powerup depending on the colour, I wanted to set it so if it collides against the player and its material colour is blue, it'll apply the speed boost to the player, whereas if it collides with the player but the powerup colour is yellow, it'll grant bonus points to the score. I chose this solution because it doesn't involve a lot of calculations in my opinion and it's one of the more simple ways to do it. All it needs to do is check the colour of the powerup and if the object collides with the player collider. It suits the game because with how game development techniques were less sophisticated when *Twin Bee* came out and how less powerful computers were, it requires a simple solution that isn't very memory and processing power intensive.