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Breakout Game

Link to game: <https://play.unity.com/mg/other/breakoutpublished>

1. Create Scene 1 as level 01.
2. Create 4 walls around the game.
3. Order the walls, tag bottom wall “Goal” and order it -1.
4. Create player object, add Rigidbody2D and Box Collider2D.

Graphical user interface

Description automatically generated

1. Create ball object, add Rigidbody2D and Circle Collider2D.
2. Create bouncy object. Make bounciness 1 and add to ball object.

Graphical user interface, application

Description automatically generated

1. Create PlayerController.cs:

Graphical user interface, text, application

Description automatically generated

1. Attach player.cs to player object. Set player speed to 900.

Graphical user interface, application

Description automatically generated

1. Create BallController.cs

Text

Description automatically generated

Text

Description automatically generated

1. Attach BallController.cs to ball object, set speed and randomup to 50.

Graphical user interface, application

Description automatically generated

1. Create 20 bricks, add Box Collider 2D.
2. Create GameController game object.
3. Create GameController.cs.

Text, application

Description automatically generated

A picture containing table

Description automatically generated

1. Attach GameController.cs to GameController game object.
2. Create Lives and Bricks text UI.

Graphical user interface, application

Description automatically generated

Graphical user interface

Description automatically generated

1. Create GameOverUI by creating an image that is transparent and adding a text UI to display “Game Over”.

Graphical user interface, application

Description automatically generated

1. Make player, ball, and bricks a prefab.
2. Create new scene as Level02.
3. Create 4 walls, making one wall a “Goal”.
4. Create 35 bricks.
5. Create Lives and Bricks text UI.
6. Create GameOverUI and attach game over text UI.