Adding More Features to the Game

Now that you have a basic base for a game (movement, shooting, dummies, and ammo) we can add another important part, UI. Also as an added bonus we can give those dummies some health to make them feel more alive (budum tiss….). The nice thing about UI is you can access it’s Components just like any other gameObject in Unity.

When working on you own it is encouraged to Google for the most part when you hit a speed bump for all of these tasks, mainly because when you start working on the game for the club you will know how to complete your task without total guidance from the officers. A useful link to use is <https://docs.unity3d.com/ScriptReference/index.html>. This contains the Scripting API for Unity which is useful in learning how to write certain lines of code and may contain an example on how to use it. That being said though, if you are really stumped don’t be afraid to reach out to us for help.

Task

For your second task you will be required to add some simple UI to your game. In the last tutorial you created a weapon that has an ammo limit, wouldn’t it be nice to see how much ammo you have left?? Well now you can with UI. Also

Requirements

* UI showing ammo amount
* UI saying something like “OUT OF AMMO”
* UI saying “You Win” when all enemies defeated
* Enemy Health

Optional (if you want to be an overachiever)

* Health amount above an enemies head (numerical or health bar)

Tips/Keywords

* OnCollisionEnter(Collision collision)
* Destroy
* Create public variables so you can see them in the inspector

Recommended Script outline (if using unity fp asset)

* Enemy Script (add onto current script)

Helpful Links

<https://docs.unity3d.com/ScriptReference/Collider.OnCollisionEnter.html>

<https://unity3d.com/learn/tutorials/s/user-interface-ui?_ga=2.123299138.8562183.1536950520-893467628.1530155288>