

Lab4 - Randomness and Probability

COMP396 - Game Programming 2

Purpose: Use Randomness and Probability to provide richness and variety in your Games.

Due Date(s):

- Class Work portion: in the end of class
- The challenge portion: by end-of-week's Sunday, 11:59PM.

ClassWork (50%): - Follow the hands-on class work.

Challenge (50%): TBD

Deliverables:

(Not just yes/no answer, please provide a short rationale for it:

- Submit either a .unitypackage file or a .zip of the asset folder.
- Submit a .docx/.pdf with the answers to the above questions.