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5139 MCSD GPG512 SA Screenshots



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# Introduction

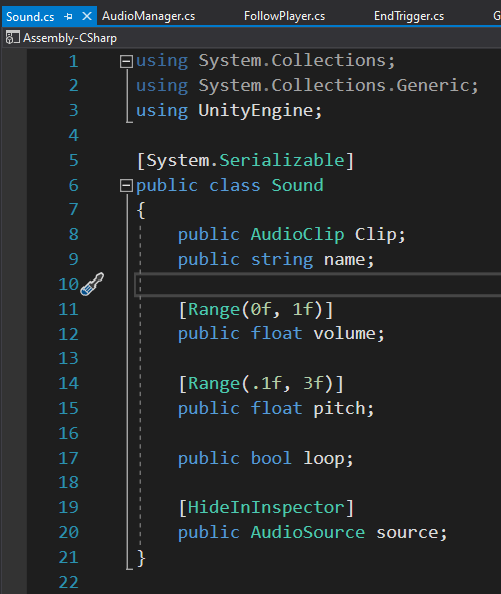
You have been tasked to create a Game that showcases your skills for a Game Development Company and have requested that the following be included in your Game:

* Must have Multiple levels/Rounds
* Must be a 3D Game
* Must have a Genre
* Must have a start Menu
* Game must have 1 Objective per level/Round
* Game Should end if Player health is 0 or if the Timer runs out
* Game must have a UI that shows the current objective
* No Payed/completed game assets may be used(Free Objects may be used but no completed Games may be used and/or altered)

# Screenshots

## Code

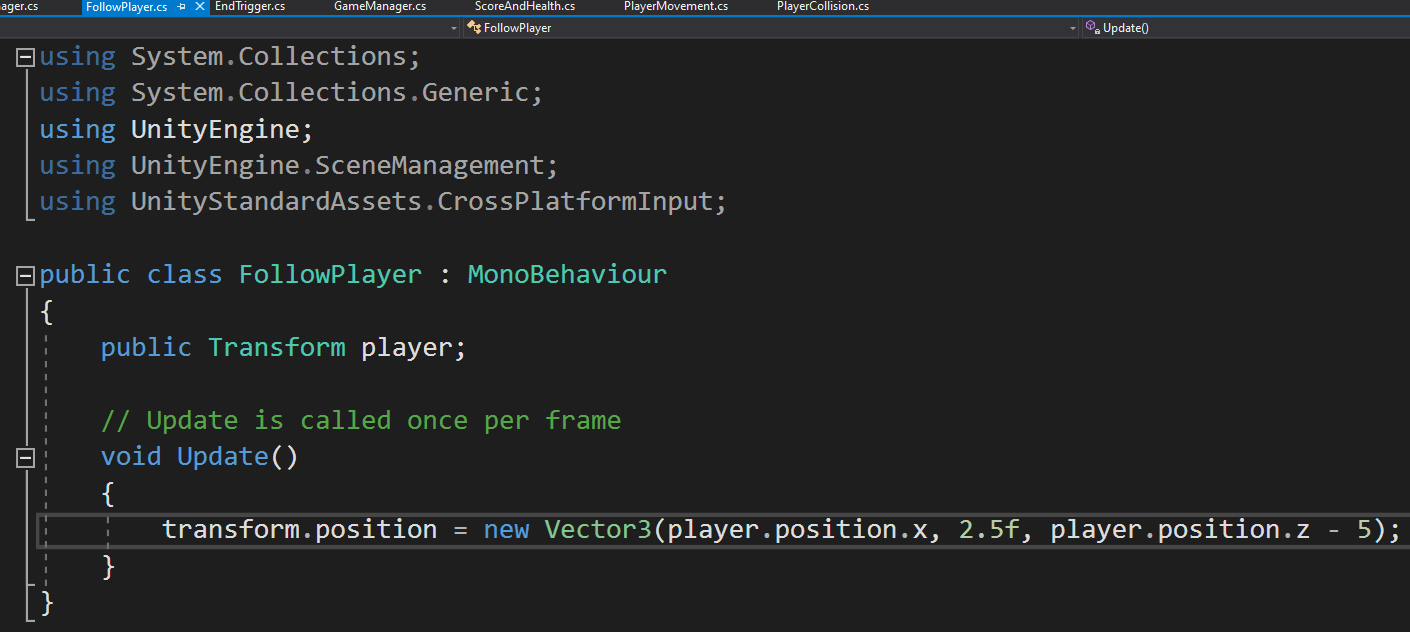
### Sound class



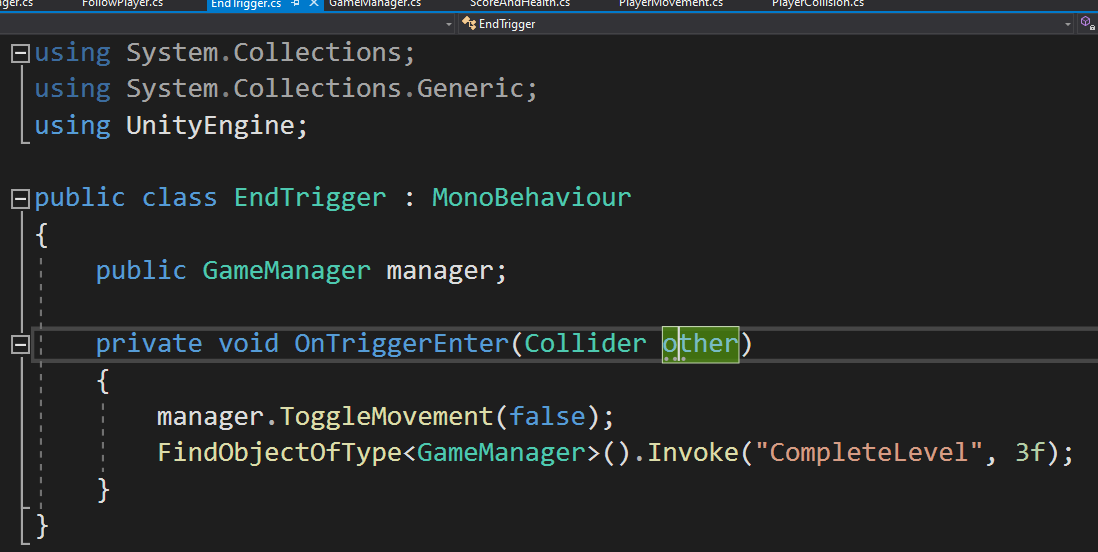
### AudioManager script



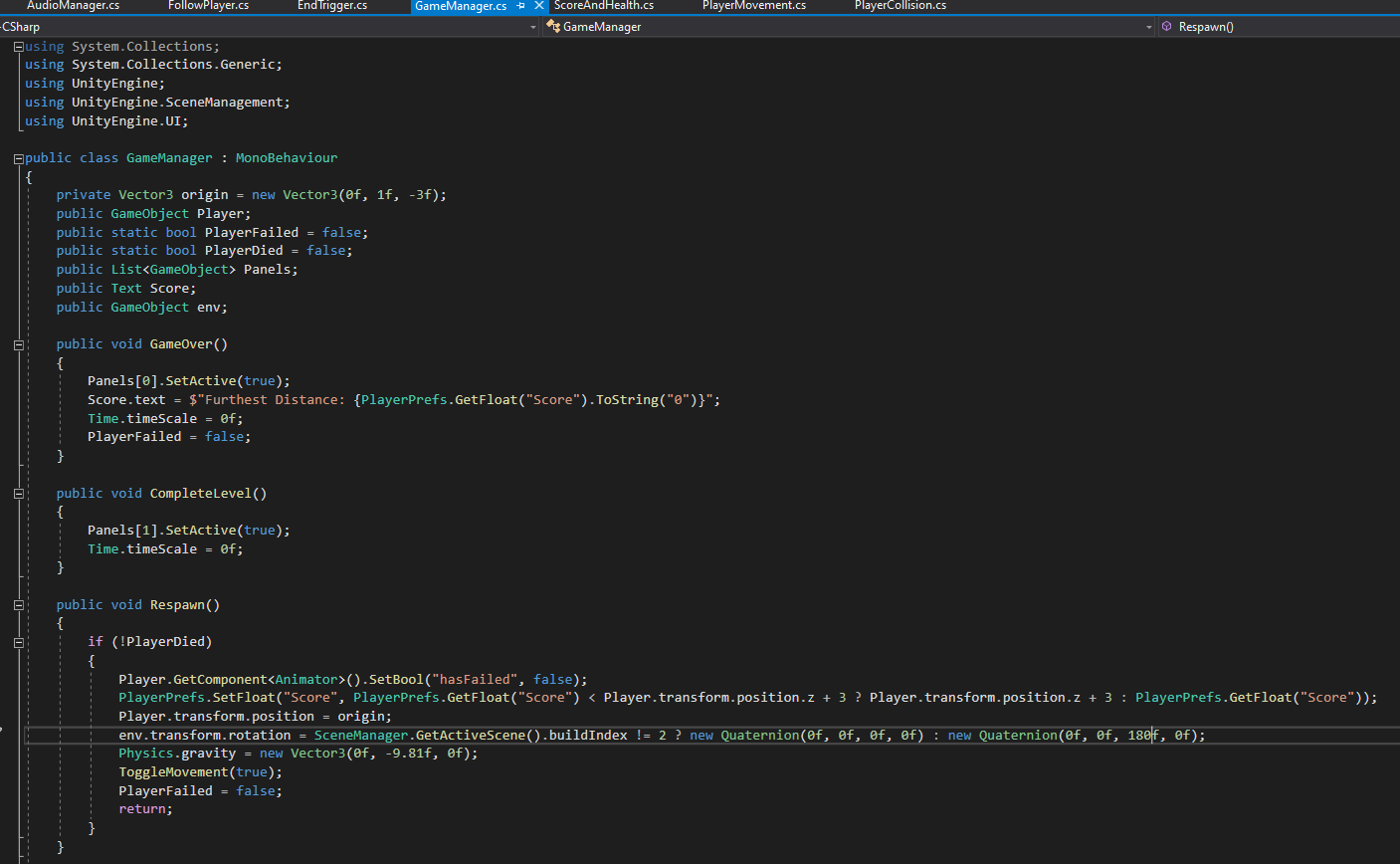
### Follow player script



### EndTrigger script

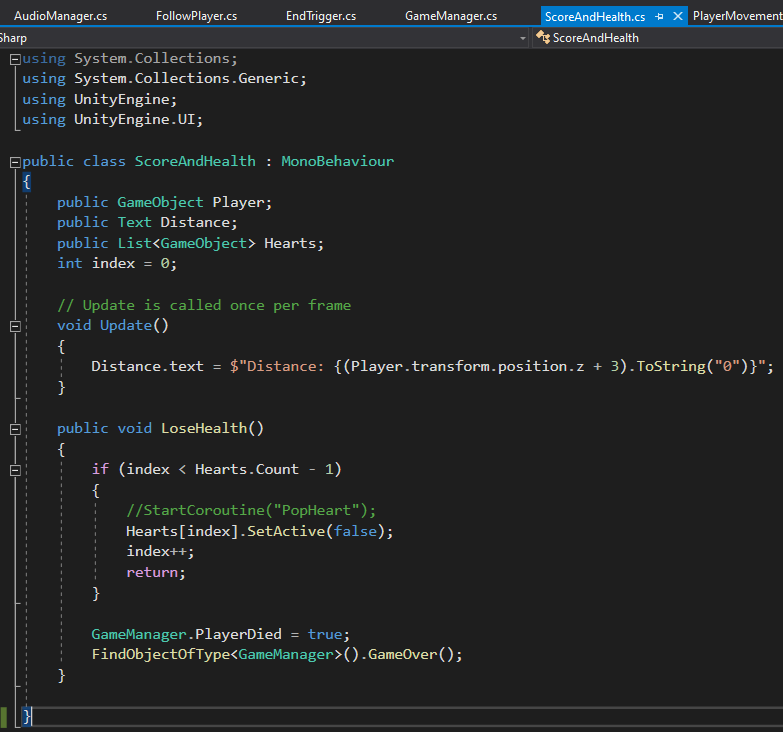


### Game Manager script





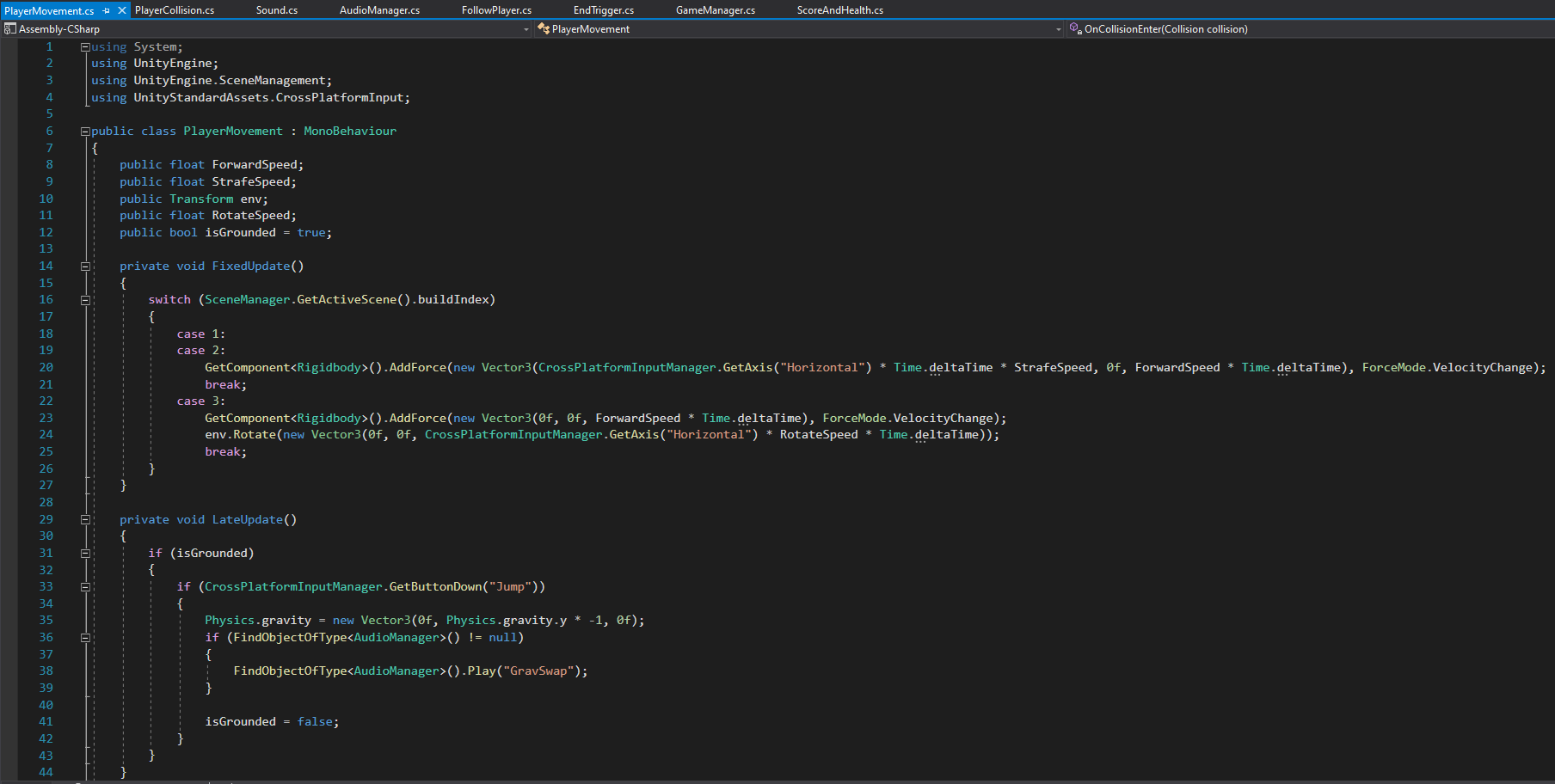
### Score and health script

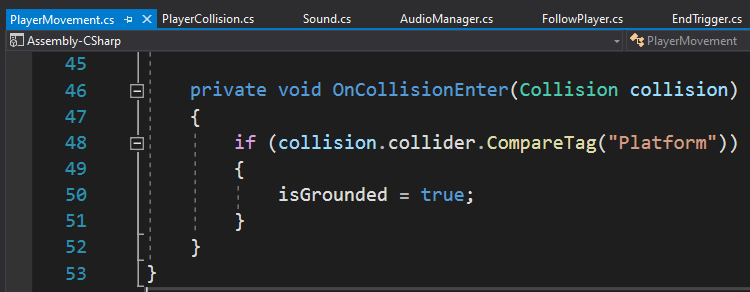


### Player collision script

### 

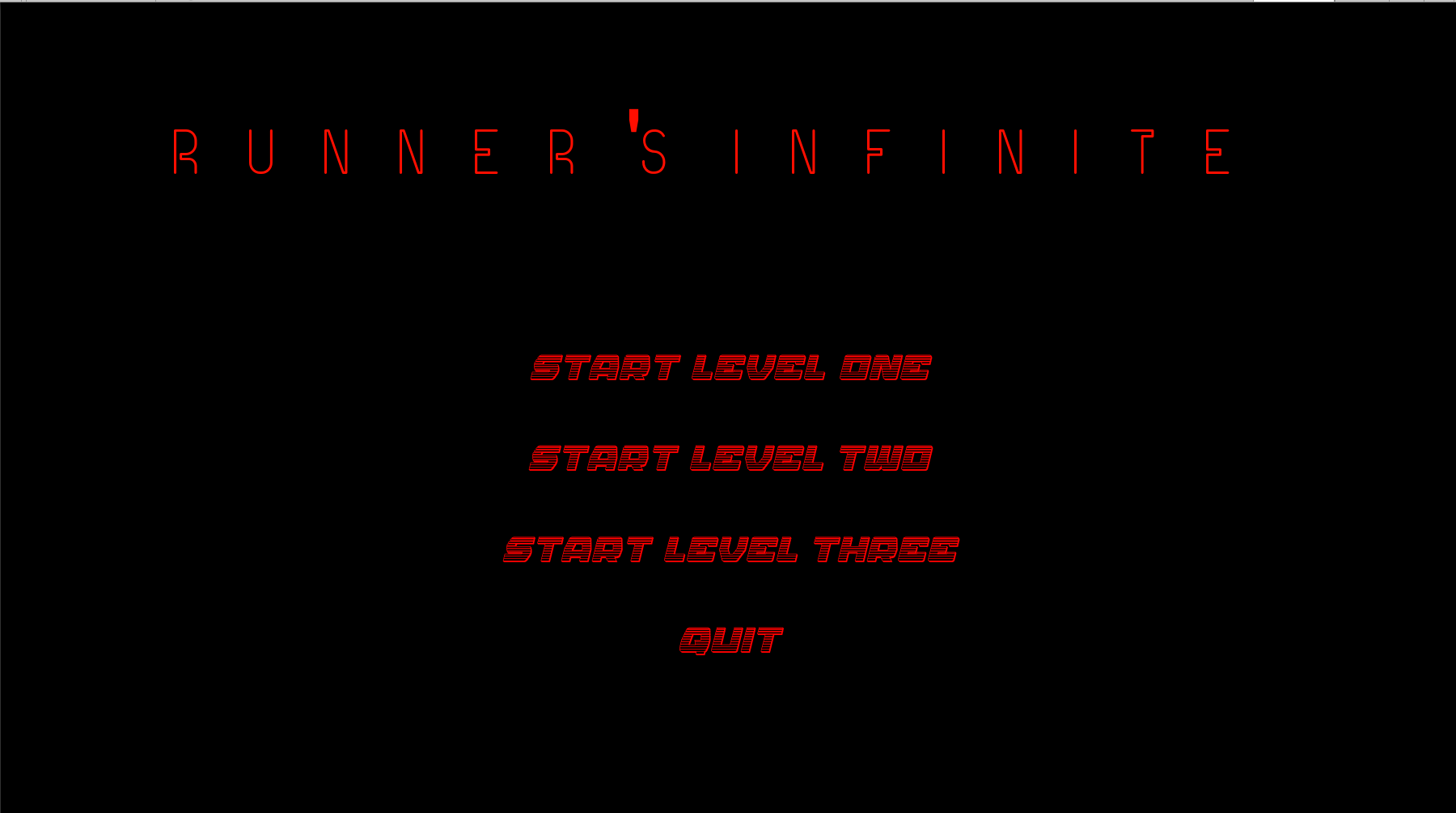
### Player Movement script



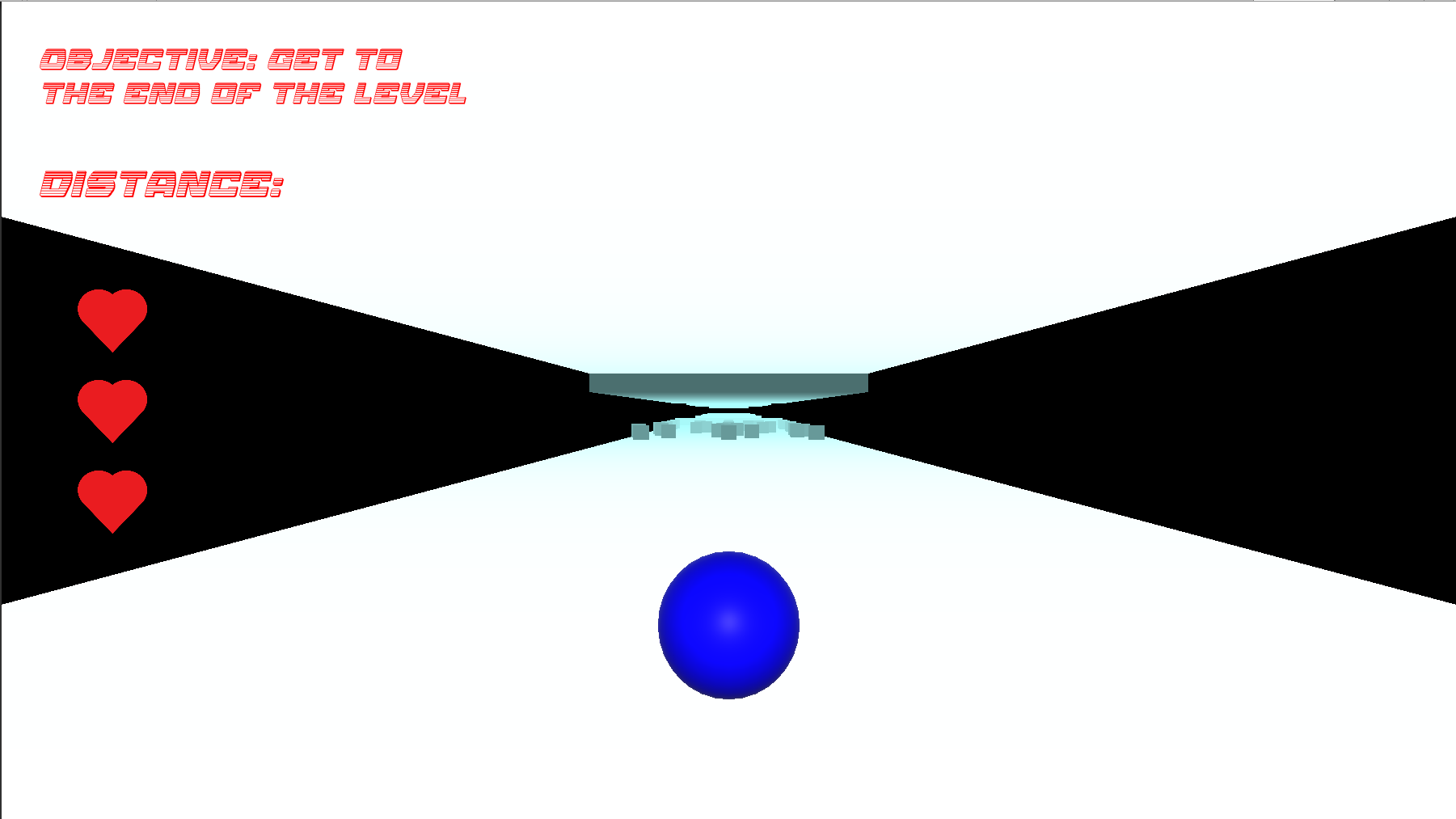


## Design

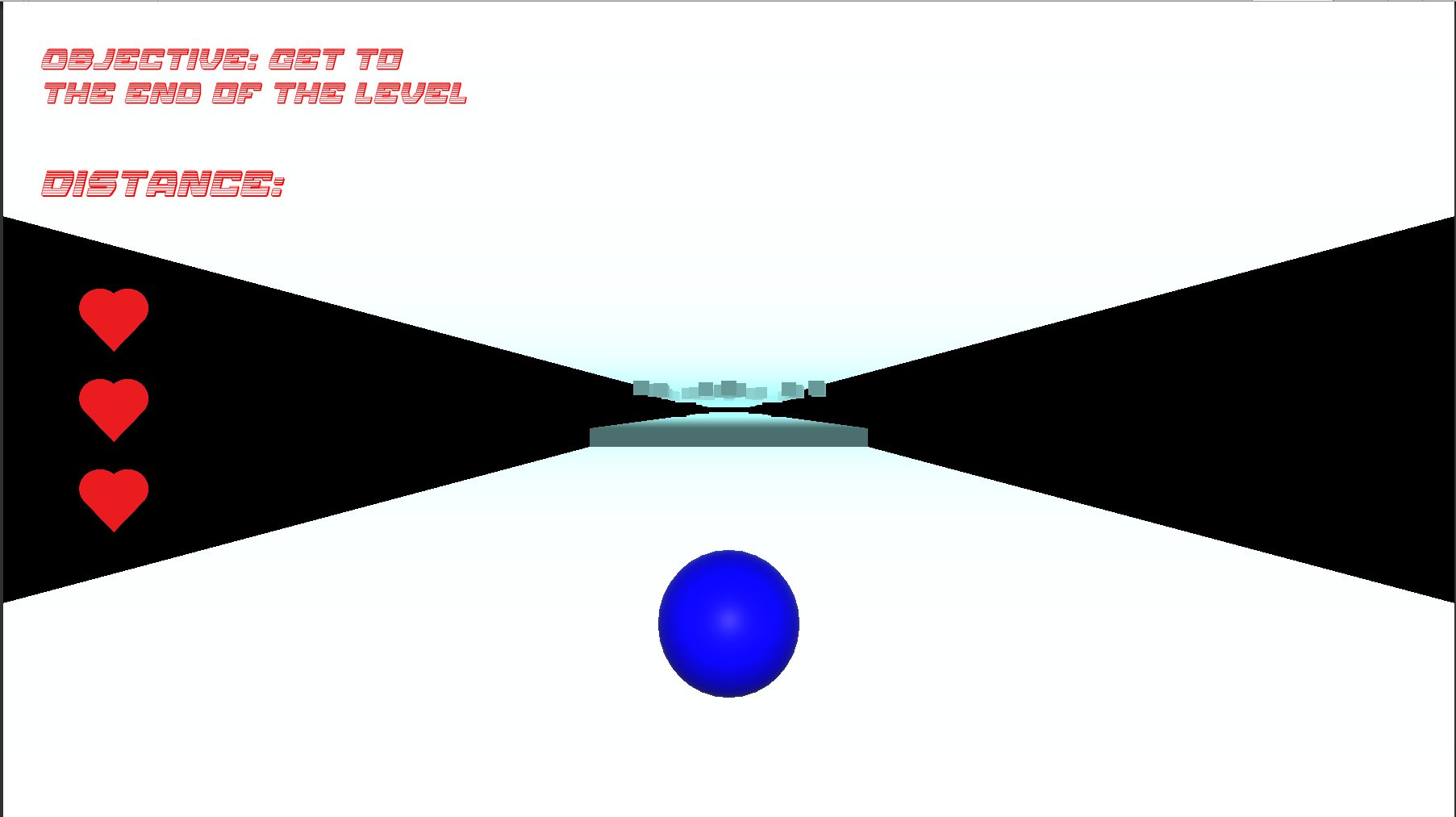
### Menu



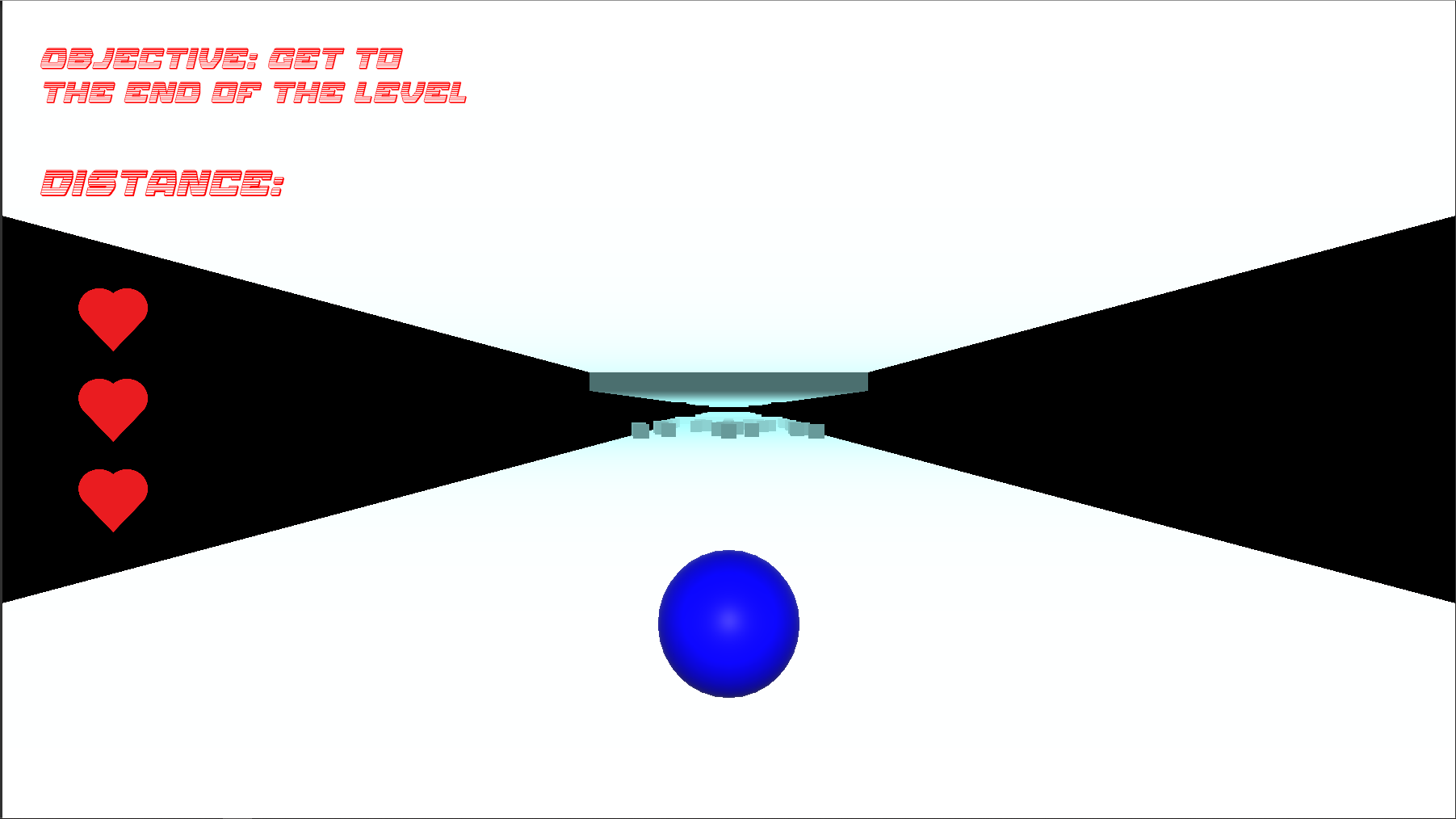
### level 1



### Level 2



### Level 3



### Game over screen when losing all three hearts



### Level Complete screen when player has reached the end of the level



# Conclusion

* My game has multiple levels 1, 2 and 3
* My game is a 3d game
* My game has a genre (levelled runner)
* My game has a start menu
* My game has 1 objective per level
* The game ends when the player’s health reaches 0
* My game has an UI that displays the level objective
* No payed/completed assets where used in the game only unity’s primitive objects where used.