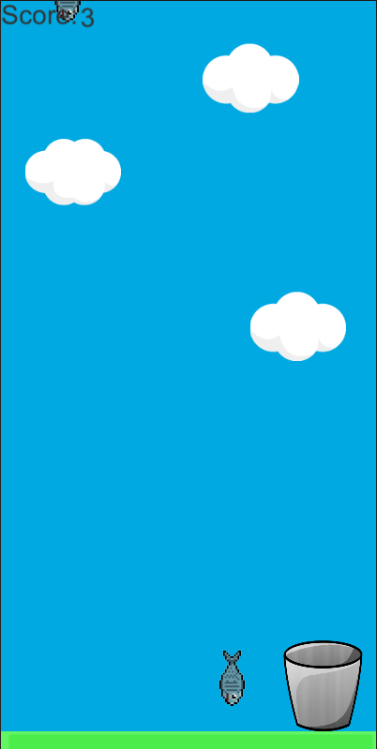
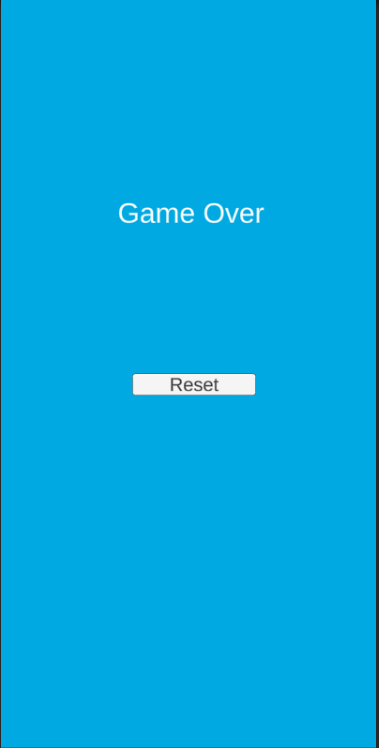
COMP-4478 – Game Programming Exercise 2

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**Programming**

A picture containing background pattern

Description automatically generatedThe basic design of this catching game is that fish and bombs are spawned at certain intervals and random positions using a spawner script. The player can move a bucket to catch fish, which will increase their score. If the player catches a bomb, it will reset their score and send them to a game over screen. The collection script collects and deletes objects that fall off the screen to prevent memory issues.

Figure 3 Gameplay showing game over with reset button

Figure 2 Gameplay showing score increase

Figure 1 Gameplay showing objects dropping