

# Game Development Homework #6

Due End of Day: Saturday, 7/30/22

Using the Project files at this GitHub link: [https://github.com/Sgrygorczuk/Homework\\_6](https://github.com/Sgrygorczuk/Homework_6)

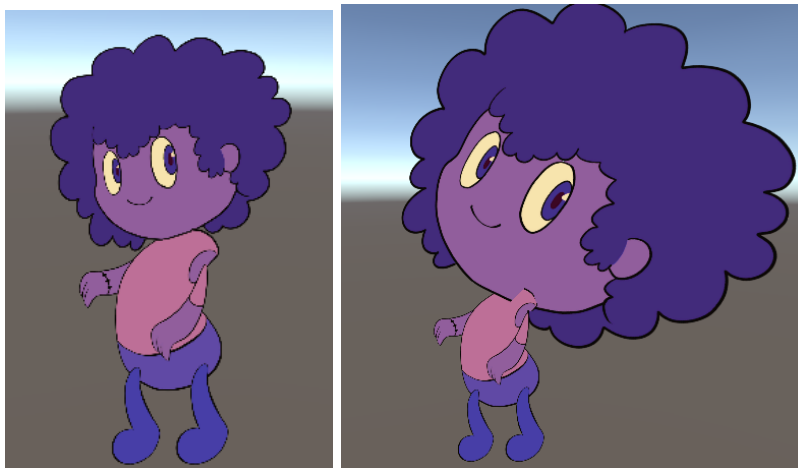
## Part 1: Animation (3pt)

In the Scene called Part 1 complete this section:

1. Open up the Character Sprite in the Sprite Editor, switch to Skinning Editor and add bones in similar fashion. Once all the bones are added, auto generate the weights for the animation. (1pt)



2. Add the Sprite Skin Component, generate the bones, and assemble the body to look like it's all attached. (1pt)
3. Open up the Animation View and make it so that the character's head rotates back and forth while growing large and then back to its original size. (1pt)



## Part 2: Sound (2pts)

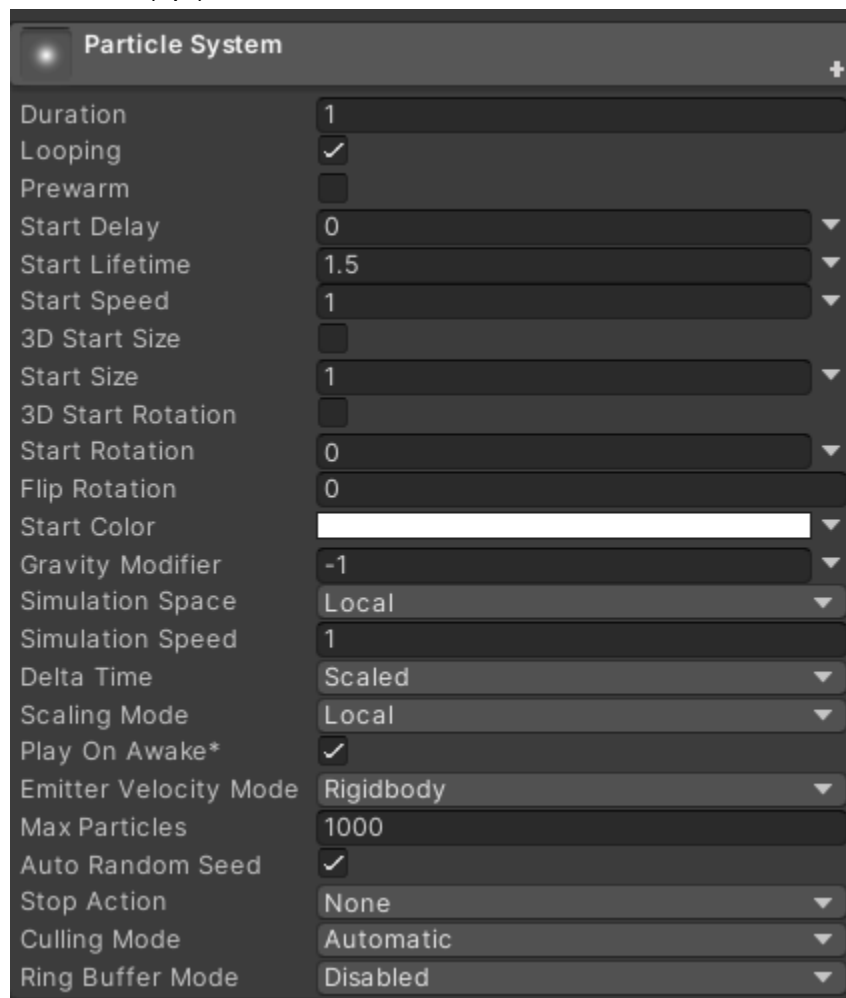
In the Scene called Part 2 complete this section:

1. Create one game object for the Music file and one game object for the SFX, make the music looping while the SFX is not. (1pt)
2. Create an Audio Mixer and create two groups, one for Music and one for the SFX. Connect the Music and SFX to their respective Audio Groups. (1pt)

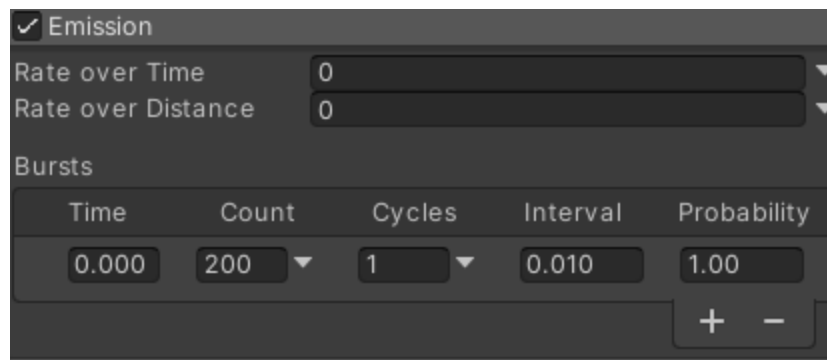
## Part 3: Particle Effect:

In the Scene called Part 3 complete this section: Create a particle effect system and set it to have these settings

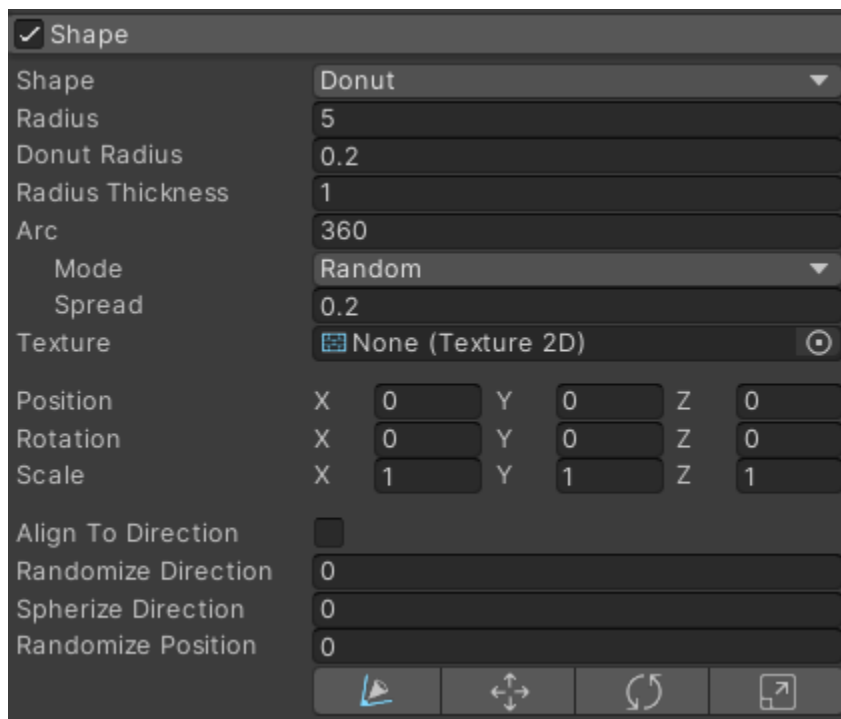
1. In the general area set the Duration to 1, Start Lifetime to 1.5, Start Speed to 1 and Gravity Modifier to -1. (1pt)



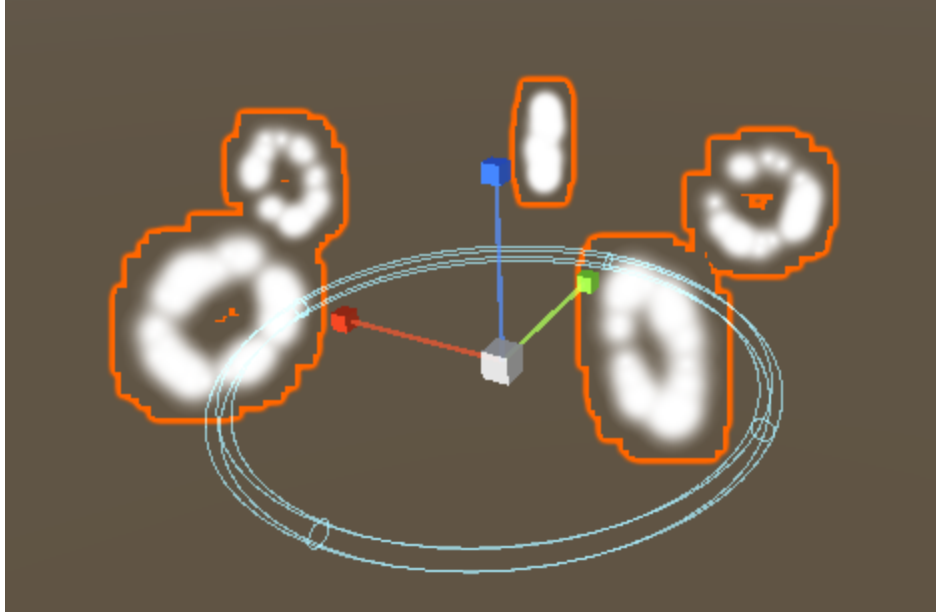
2. In Emission set the Rate over Time to 0, create a new burst and set it to send out 200 particles at a time. (1pt)



3. Set the shape to be doughnut, the Radius to 5 and the Spread to be 0.2. (1pt)



You should have a circle around which 5 rings spawn and go up, like this.



## Part 4: Lighting (2pts)

In the Scene called Part 4 complete this section:

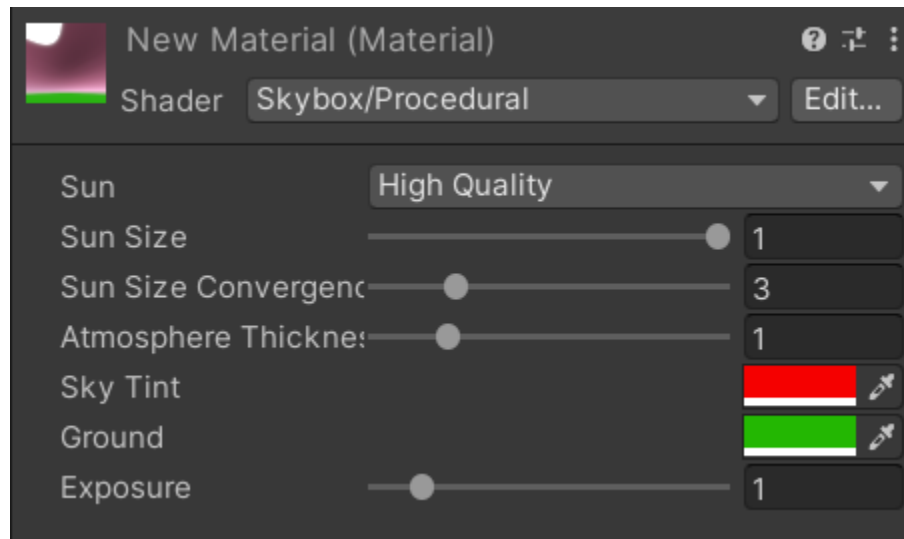
1. There is a Batman Symbol in the Sprite Folder, set import settings, set the Texture Type to Cookie, and the Alpha Source to From Gray Scale. (1pt)
2. Create a Spotlight that's facing towards the Plane, connect the cookie so that it displays the symbol on the ground. (1pt)



## Part 5: Skybox (1pt)

In the Scene called Part 5 complete this section:

1. Create a Material, set the Shader Type to be Skybox Procedural and set it to have these settings and bring it into the scene.



It should look something like this:

