

Game Development Homework #5

Due End of Day: Thursday, 7/28/22

Using the Project files at this GitHub link: https://github.com/Sgrygorczuk/Homework_5

Part 1: Main Menu (6pts)

Recreate the Main Menu to look like that in the MenuScene scene.

- 1) Create a Font Asset from the Font in CustomFonts and connect it to the Title (1pt)
- 2) Place some Images inside the canvas with the Ball Sprite Attached (1pt)
- 3) Create a Button, give it that Custom button sprite, set the text to be Play and connect the ClickOn to Button Controller and select the NextLevel Script. (3pt)
- 4) In Main Menu Script allow the level to move to a different scene using SceneManager (1pt)



Part 2: Spawning and Updating (6pts)

In GameScene you have a game that uses GameScript to update all of the values and update the GUI. There are five functions in which I need you to put in code.

1. Start Function need to set the text values to 0 (2pts)
2. SpikeUpdate needs to update the Lives Text (1pts)
3. GoalUpdate needs to update the Score Text (1pts)
4. Spawn Ball needs to use Instance to (1pts)
5. BackToMainMenu needs to use SceneManager to go back to the Main Menu Scene. (1pts)

```
//Preset the texts
```

```
Unity Message | 0 references
```

```
private void Start()
```

```
{
```

```
    //Present the Text to values of 0
```

```
}
```

```
//Lowers the counter of lives, and updates the text
```

```
1 reference
```

```
public void SpikeUpdate()
```

```
{
```

```
    livesCounter--;
```

```
    //Update the text
```

```
    if (livesCounter == 0)
```

```
    {
```

```
        BackToMainMenu();
```

```
    }
```

```
}
```

```
//Increase the score and updates the text
```

1 reference

```
public void GoalUpdate()  
{  
    scoreCounter++;  
    //Update the Text  
}
```

```
//Creates a new ball
```

0 references

```
public void SpawnBall()  
{  
    //Create Ball  
}
```

```
//Sends the game back to the main menu scene
```

1 reference

```
private void BackToMainMenu()  
{  
    //Send back to the main menu  
}
```