



GAME1017 – Game Fundamentals II

Lab Exercise 2

See Brightspace item for due date

Lab: XML Serialization

You can ONLY work individually on labs this semester.

The goal of this lab is to add XML saving and loading as well as spawning and clearing automated turrets. I'll start off by listing required criteria both that have been done for you and where, and what you need to do yourself.

Criteria Already Done for You

- A scene
- Prefabs for an Enemy, Turret and Bullet
- Enemy spawn and movement behavior
- An incomplete click and drag script where the XML functionality will go

Criteria We'll Add in Week 4 Lab

- Spawning and clearing the turrets in the scene
- We'll also explain how things are going to work with XML

Criteria You Must Add

- Fill in the comments with code in the ClickDragScript, this includes:
- Deserializing the XML data in Start and updating relevant objects
- Filling in the actual deserializing method
- Filling in the method to serialize the game data to XML upon game exit

All things considered, you don't have to add much yourself, and make sure you refer to the Week 4 notes. Did I mention before that Unity makes things simple?

Submission

- Remove the hidden .vs folder and the Library folder, THEN zip the entire Unity project folder
- Submit under the Lab Exercise 2 Assignment item
- Remember you must have the naming convention of:

GAME1017_LE2_YourLastnameYourFirstname.zip

Penalties

- You submit only a .sln file: **0% for submission**
- If I cannot play your game, i.e. it won't run: **0% for submission**
- You code it in any language other than C# within Unity: **0% for submission**
- Late penalty: **10% per day until 5 days then not accepted**

LE1 Marks: 5% of course grade

Task	Marks	Description
Turrets	2	You can spawn the turrets properly – 1 You can clear the turrets and kill count properly – 1
XML	3	You invoke the XML deserialization and update objects on Start properly – 1 You've filled in the XML deserialization functionality properly – 1 You've filled in the XML serialization functionality properly - 1
Total:	5	