

Quest 5 - UI Shooter, Pt 1

Max Grade of 60% if Project has Red Error in Unity Console

This Quest Focuses On:

- Determining Nearby Targets
- Following GameObjects
- Animation
- Timers
- Shooting Targets

Summary

This is the first-part of a space shooter where instead of controlling the ship directly, the player controls power-ups and stats.

Core Loop Requirements

Inputs/Actions

- N/A (Part 2)

Obstacles

- Asteroids fly in the general direction of the player Ship
- Asteroids must be shot down to prevent impact with player Ship
- Asteroid appearances increase in frequency as game progresses

Goal

- N/A (Part 2)

Additional Quest Details/Requirements:

- Use the same project as the prior assignment
- Scene - "Scenes/Q5"
- Game Screen is set to "16:9" and NOT "Free Aspect"
- Graphics are supplied, but you can personalize them (See Files)
- Player movement is an automatic Sine wave path based on the passage of time
- Asteroids move leftward and appear at increasing frequency based on game time
- Player attacks are automatic based on game time
- Projectiles automatically home in on nearest target to the right
- Projectiles impacting asteroids produce explosions
- Player, Projectiles, and Explosions are animated