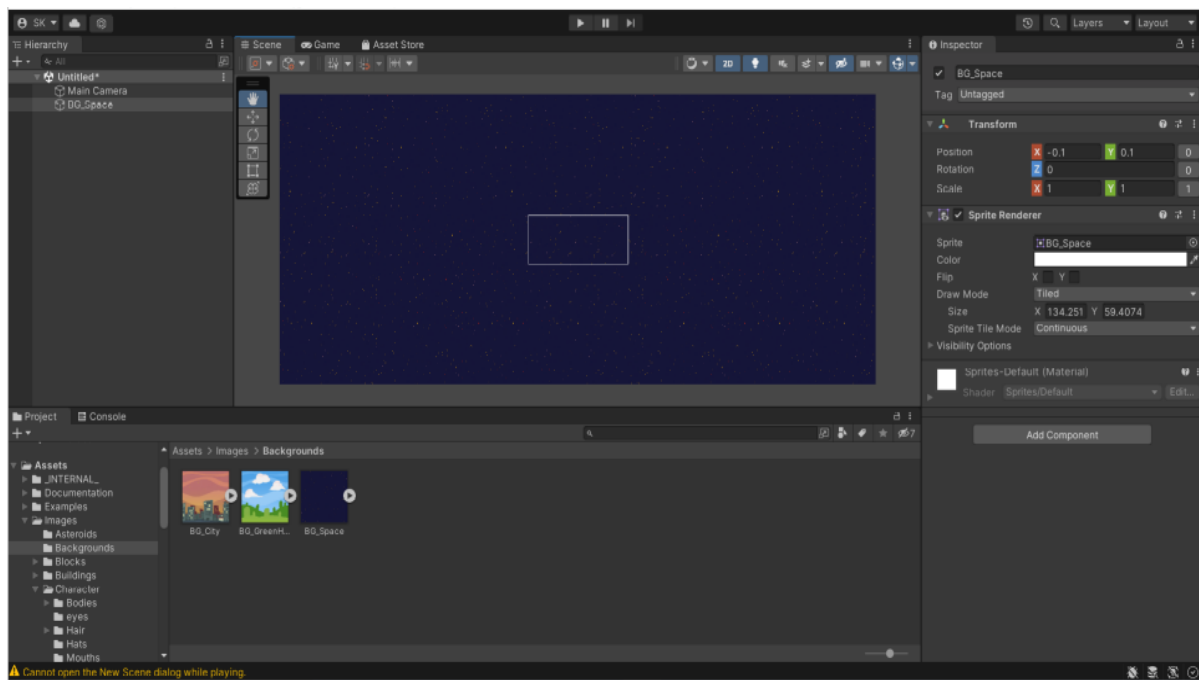


LAB 3

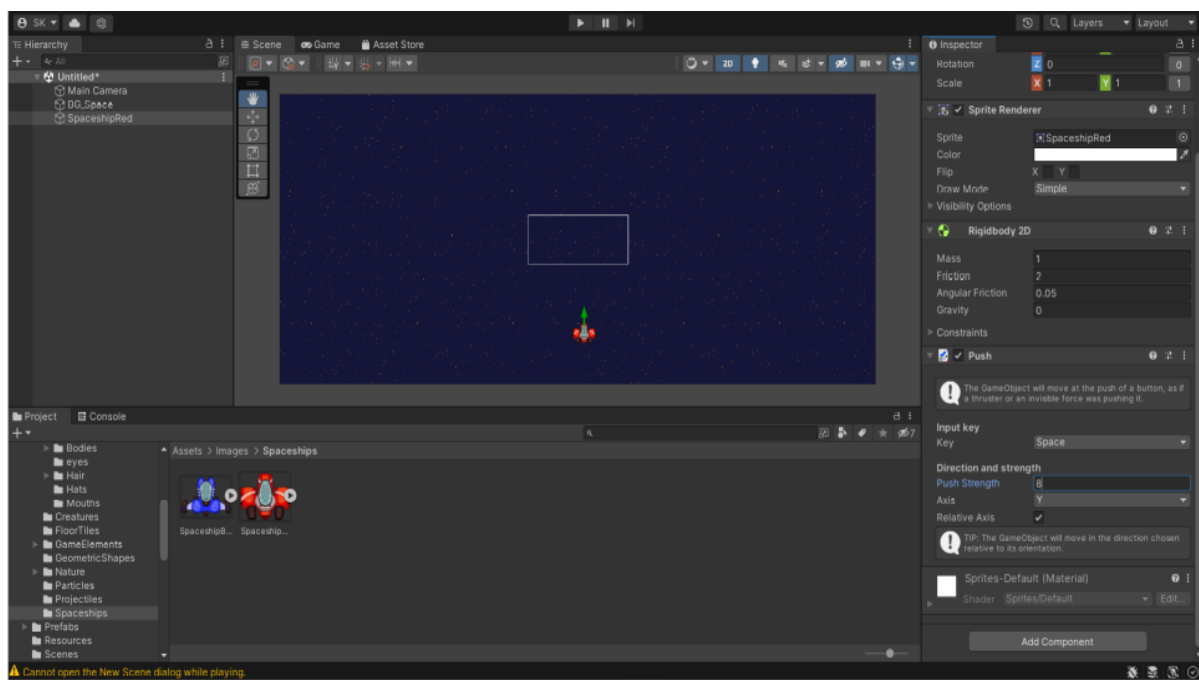
Sudharshanan Balaji

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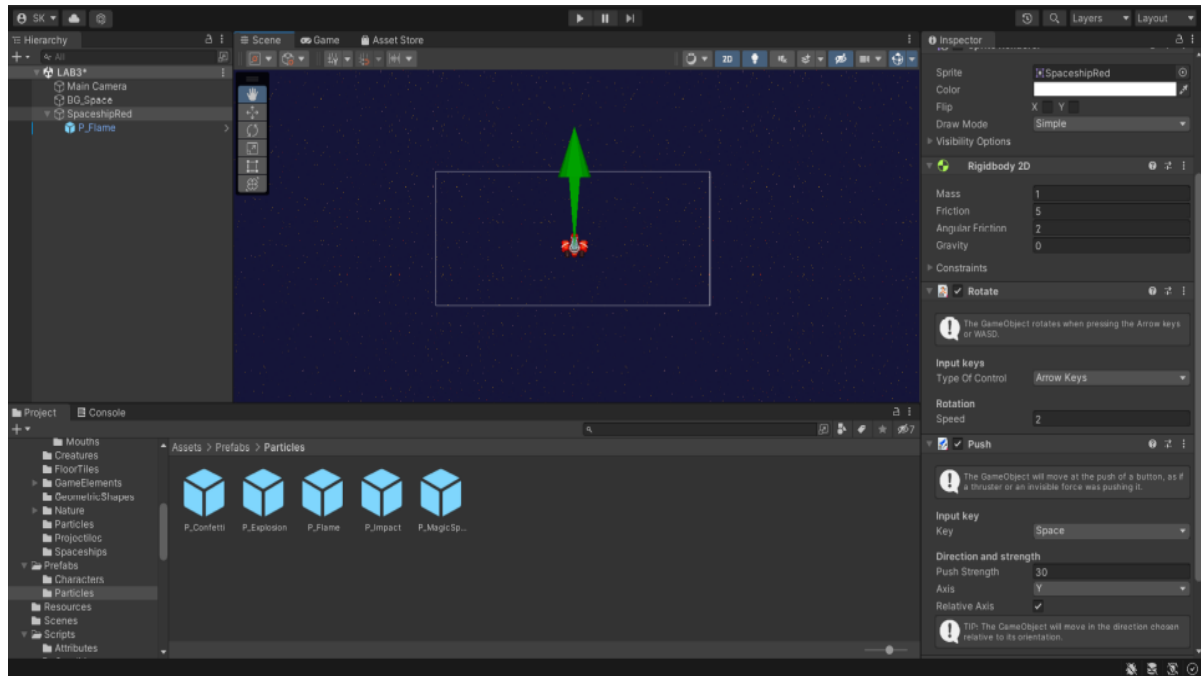
ADD BACKGROUND



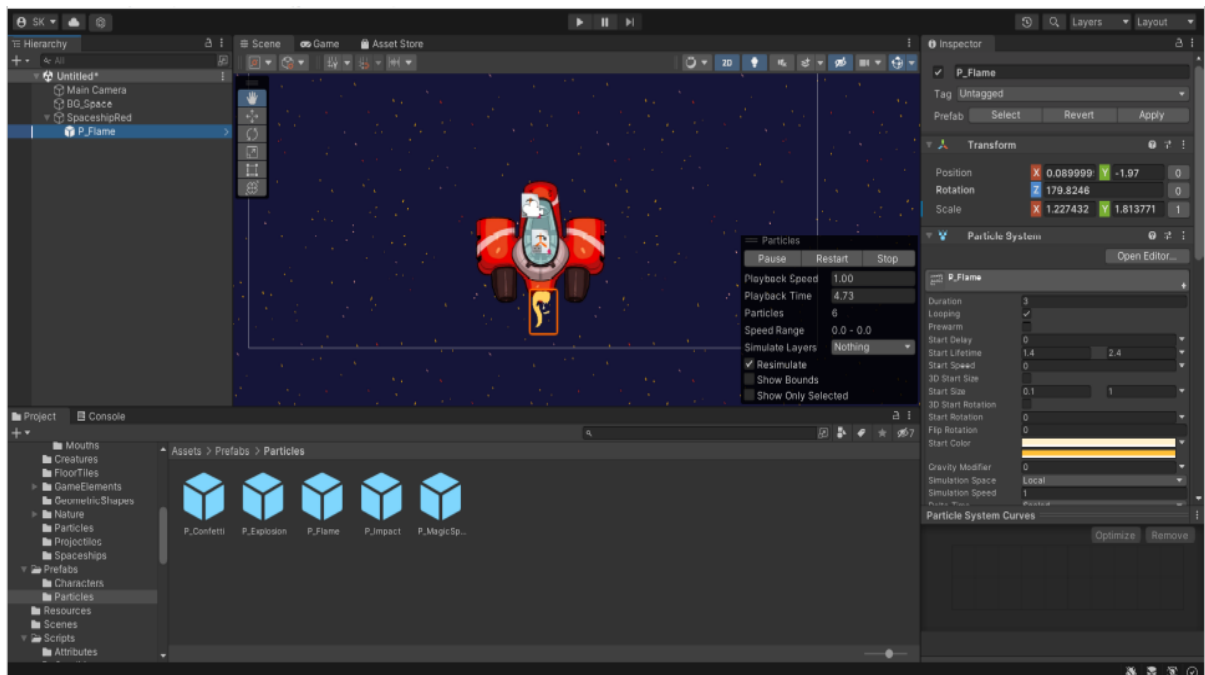
ADD SPACESHIP



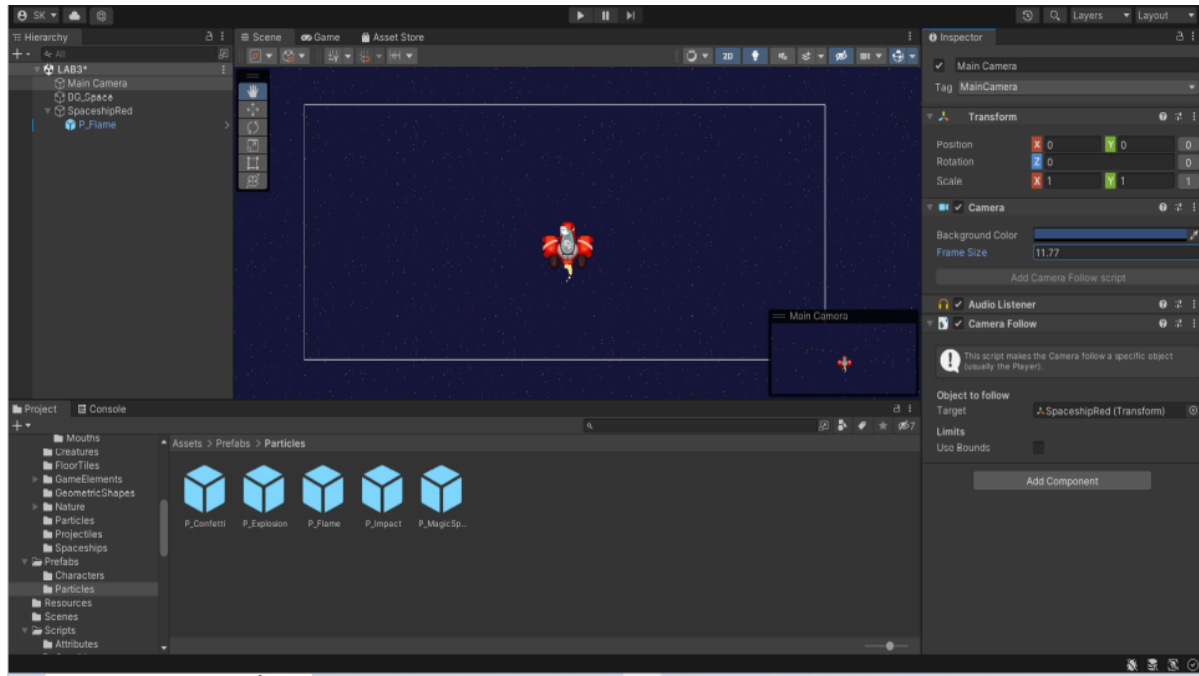
ADD THRUST AND ROTATION



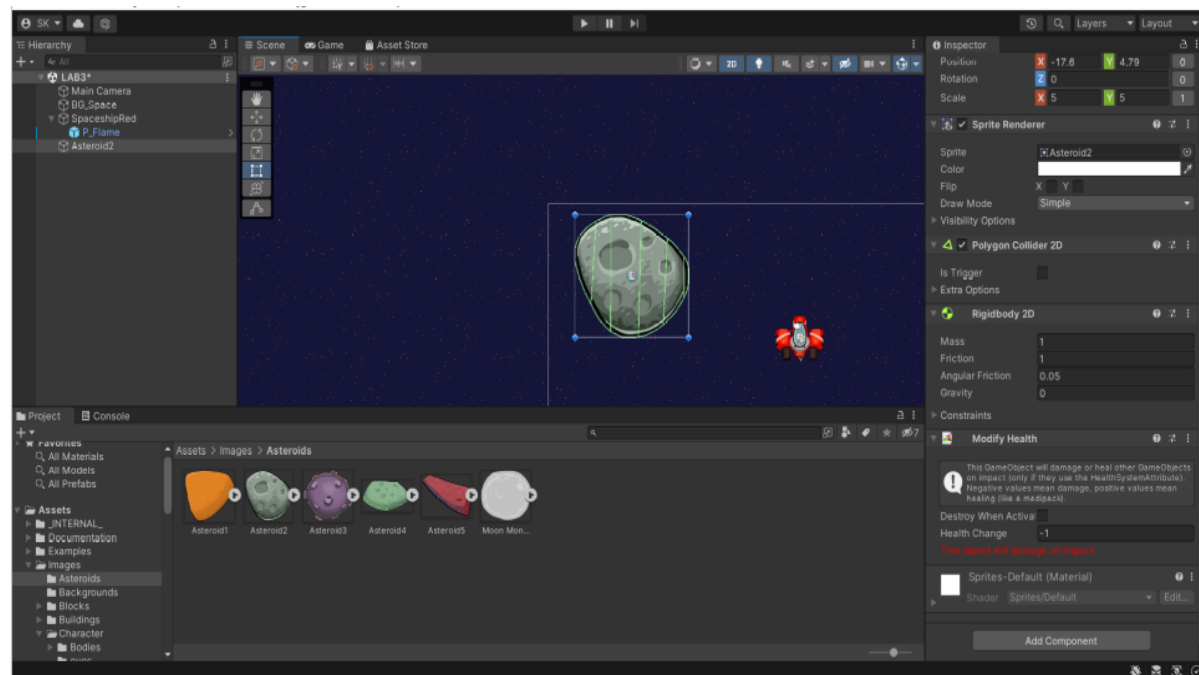
ADD FLAME (PRELFA)



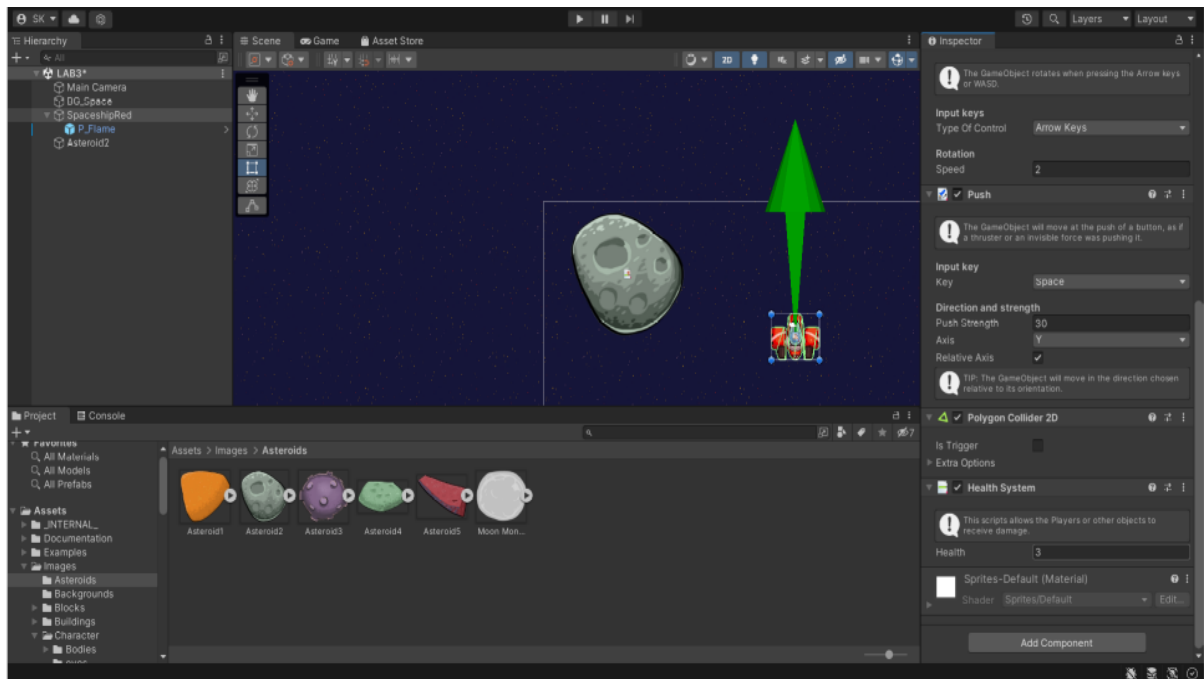
ADJUST CAMERA FRAME SIZE



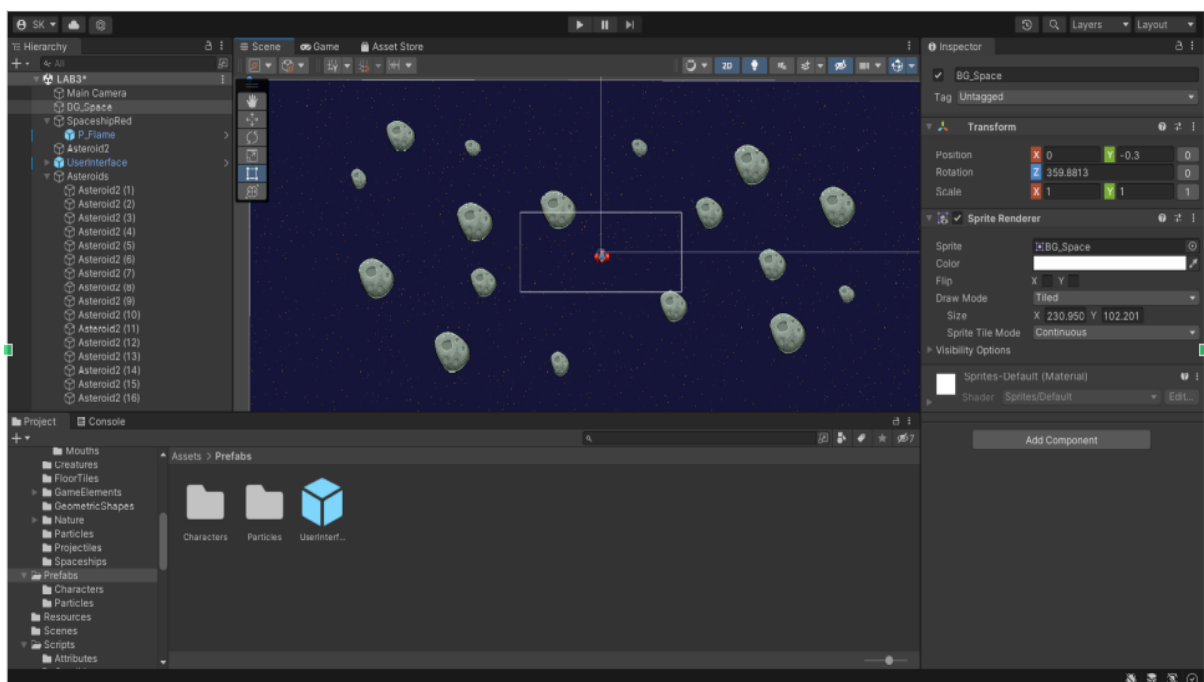
ADD OBSTACLES WITH MODIFY HEALTH ATTRIBUTE



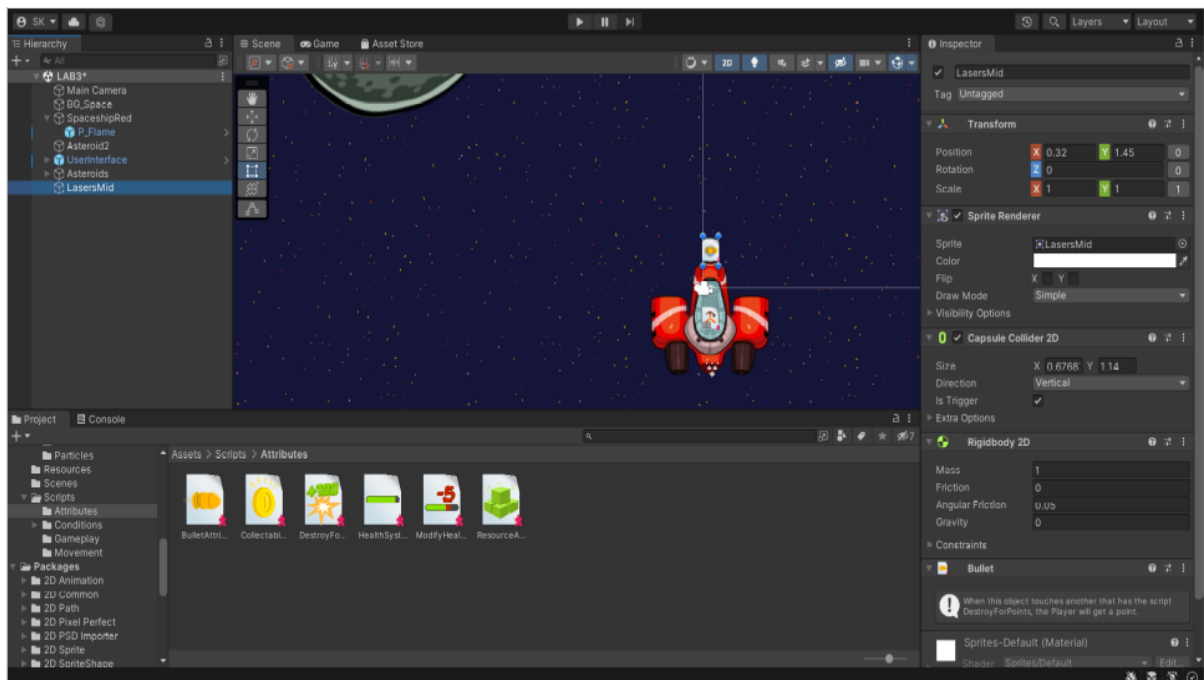
ADD HEALTH SYSTEM ATTRIBUTE TO SPACESHIP



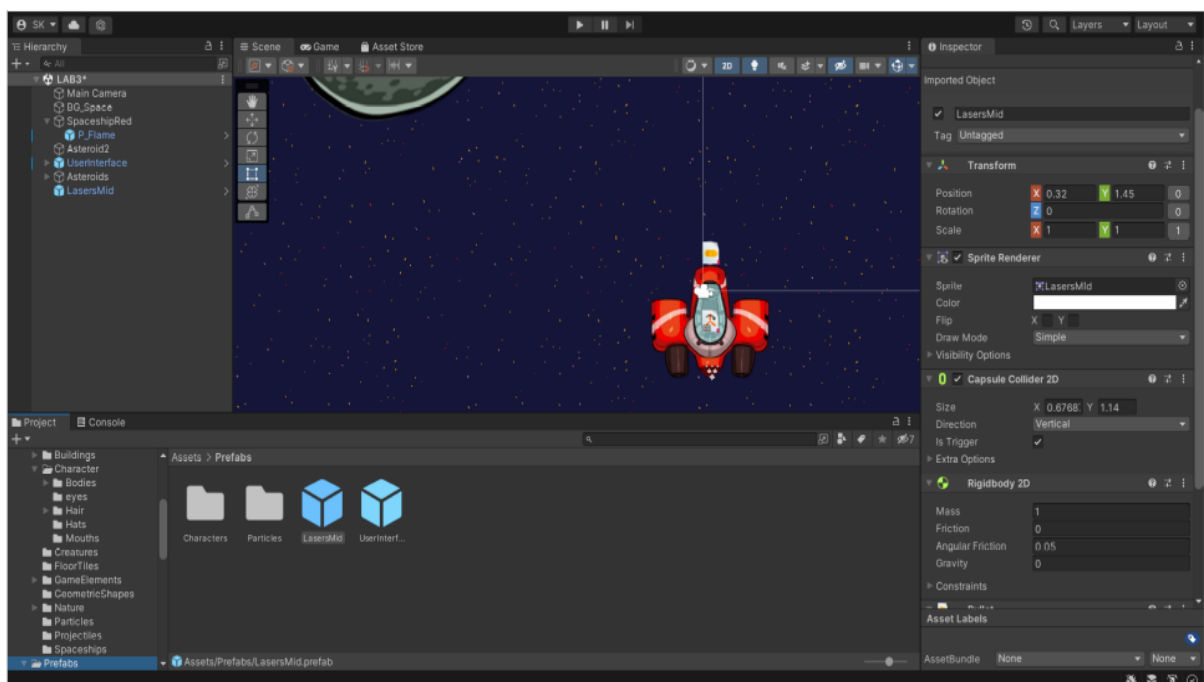
ADD MANY OBSTACLES



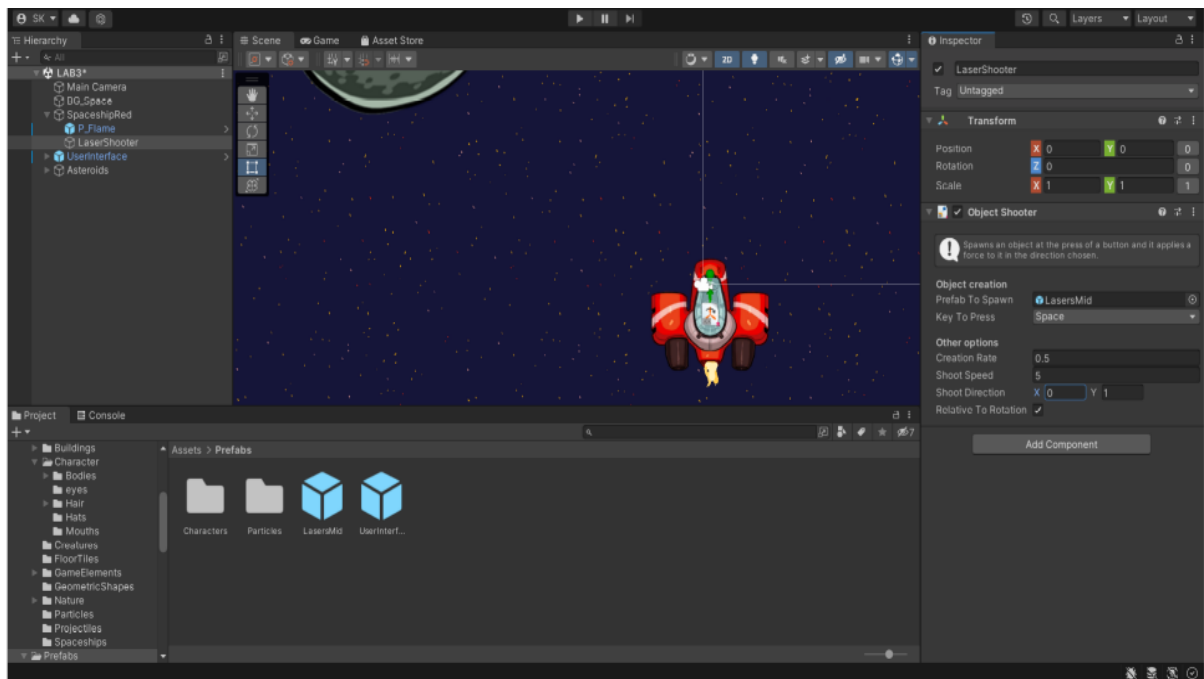
ADD LASER WITH BULLET ATTRIBUTE



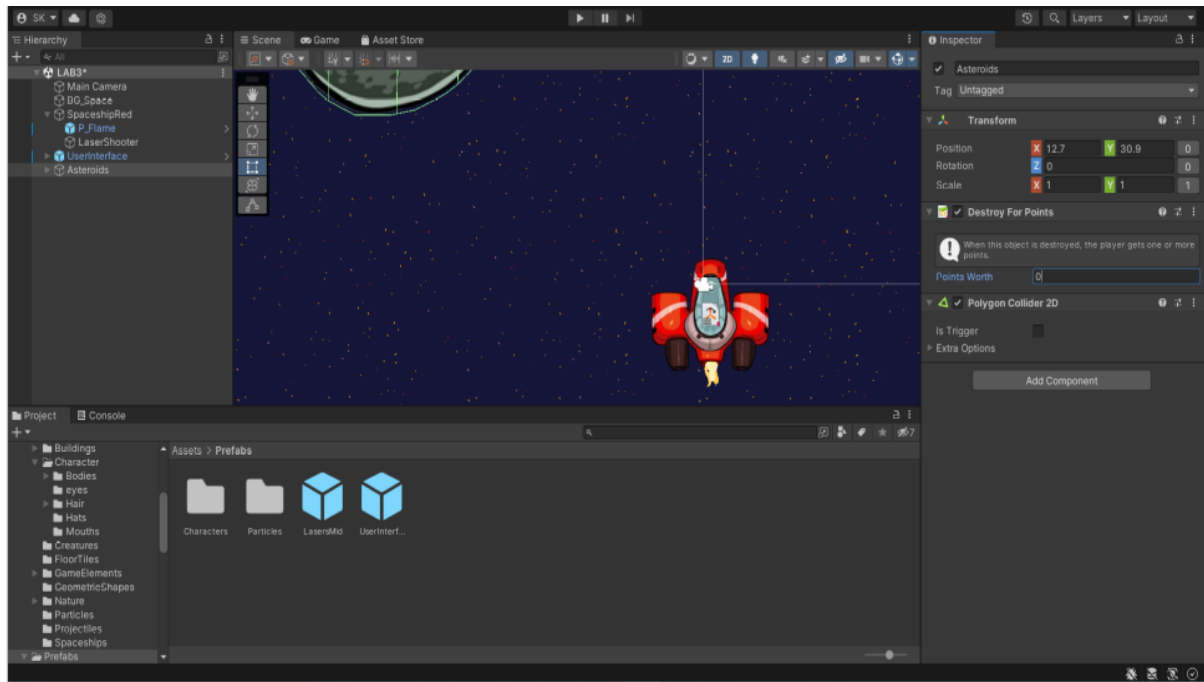
CONVERT LASER TO PREFAB



USE PREFAB LASER OBJECT TO CREATE LASER SHOOTER



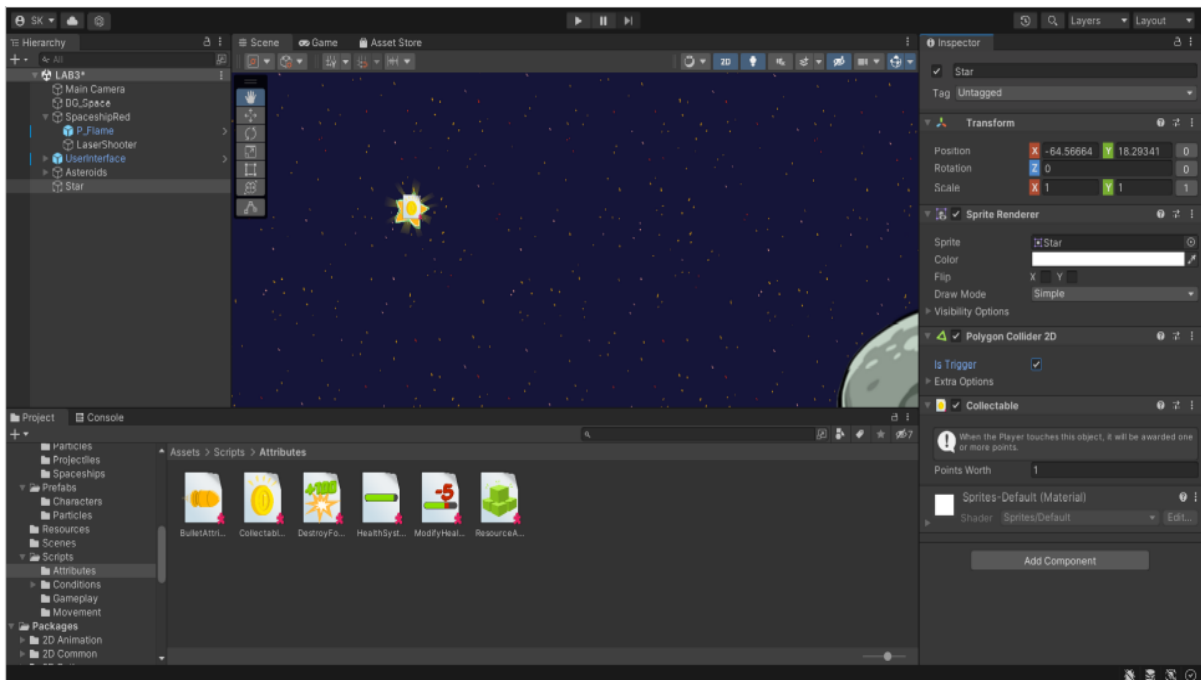
ADD DESTROY ATTRIBUTES TO OBSTACLE



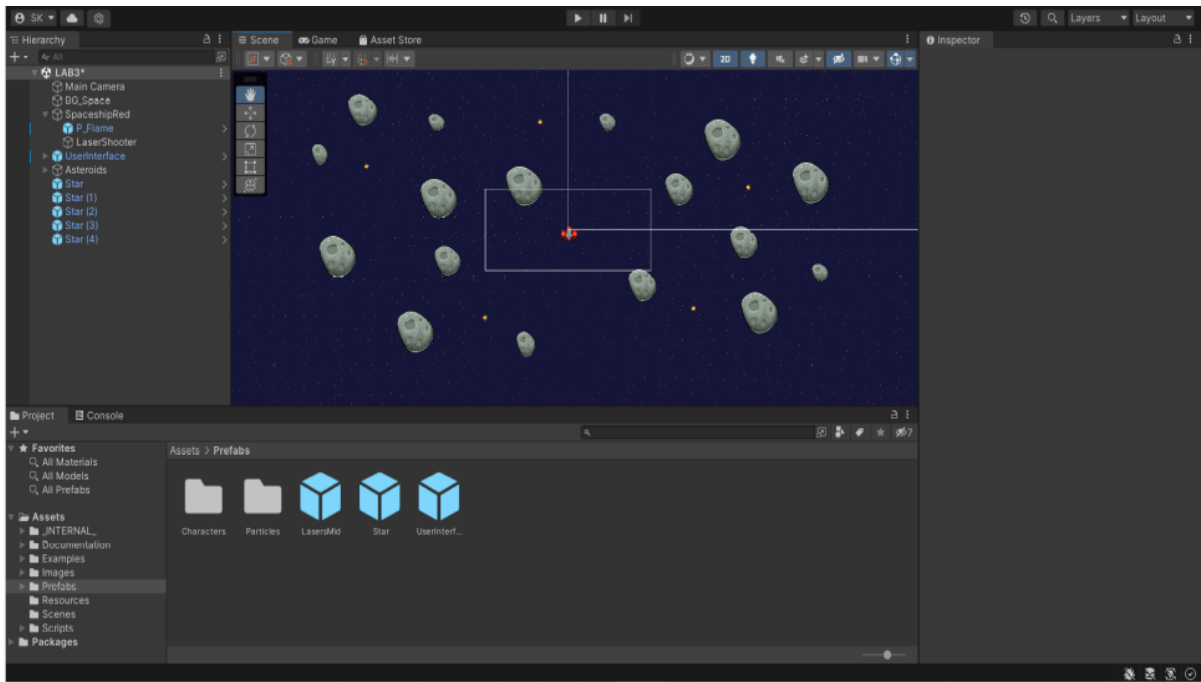
ADD STARS



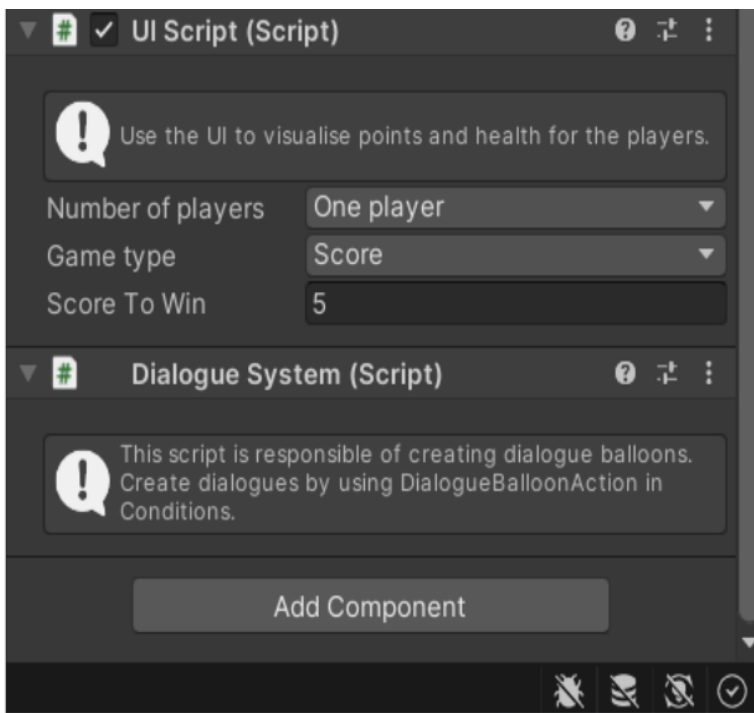
ADD COLLECTIBLES ATTRIBUTE TO STARS



CREATE STAR AS PREFAB OBJECT AND DUPLICATE TO 5



MAKE ACCORDINGLY CHANGES IN UI SCRIPT



GAME PLAY LINK:

https://drive.google.com/drive/folders/1s430mYbt7tJAseXxV4nXNZLIQuV8WmZ6?usp=share_link