

StayAliveToGetGoalPoints

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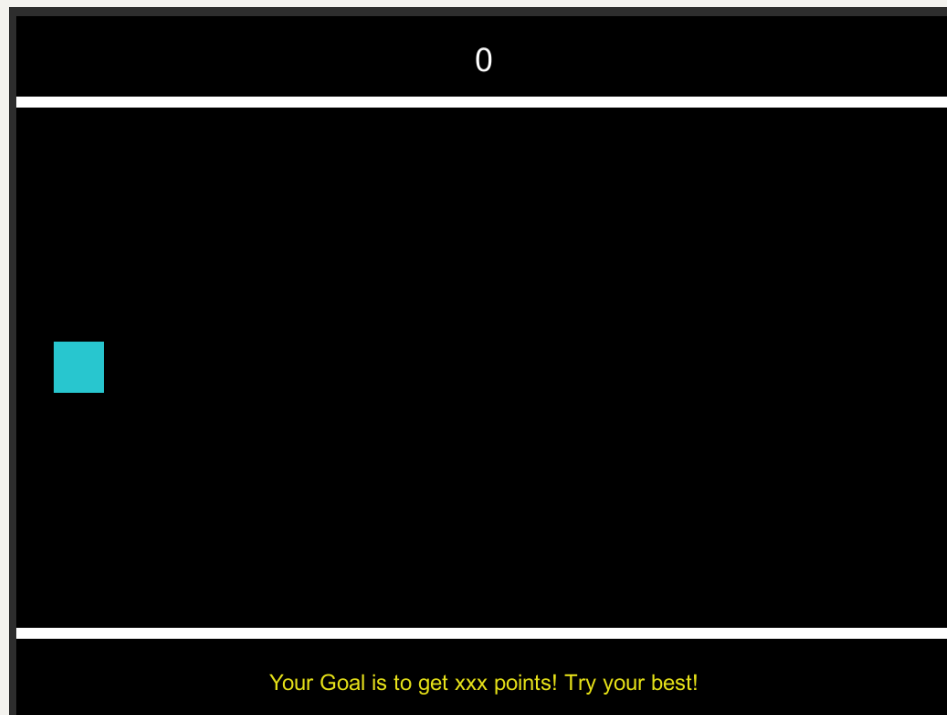
- 0. Introduction
- 1. Objects on Screen
- 2. Behaviour
- 3. Player's control
- 4. How it ends
- 5. Some tips

0. Introduction

You can open this project simply from

```
./Assets/Scenes/SampleScene.unity
```

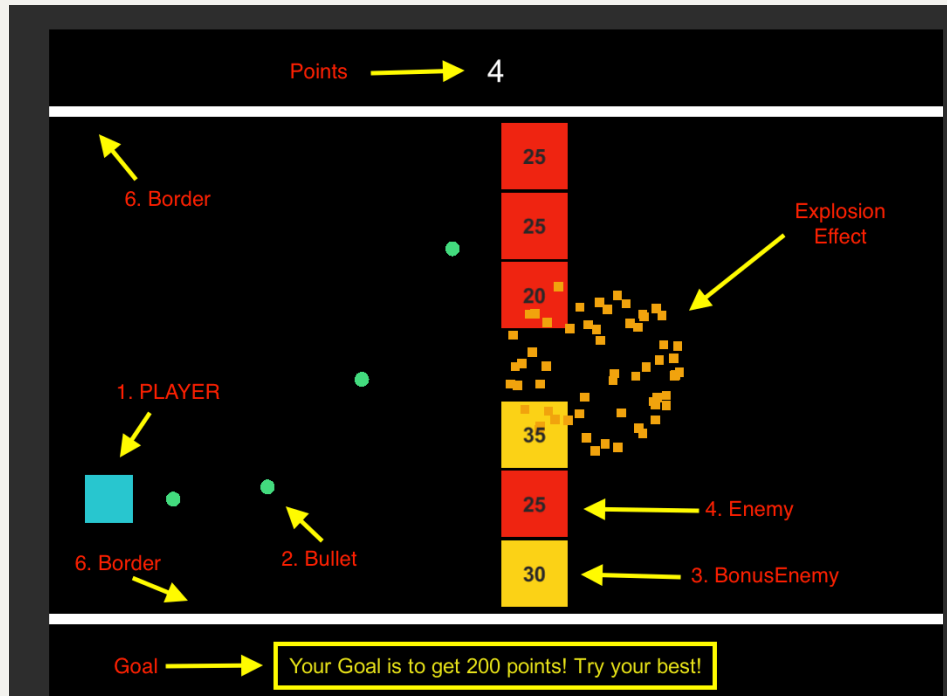
This is a "easy" game implemented by using Unity, but it may not that easy to play. In this game, you need to use your mouse to control yourself to escape other blocks coming to you. If you have a collision with them, the game is over. But keep in mind, you can shoot them down and gain points at the same time. Here is a screenshot of the game.



Hope you enjoy!

1. Objects on Screen

We have several objects on the screen, I make some notes to make sure you can understand them clearly.



So in total we have these objects:

- Player
- Bullet
- Enemy and BonusEnemy
- Border
- Points
- Goal
- Explosion Effect

2. Behaviour

Based on 1, the following is a detailed explanation of behaviour of different objects.

- Player: Controlled by player using left button of the mouse.
- Bullet: Automatic shoot by Player, its power will be upgraded when hit down a **Enemy** or increase a lot when hit down a **BonusEnemy**.
- Enemy: Keep moving to player, will increase its speed as time goes by, but upper bound exists. So it won't just fly over the screen like

a Flashman. Once it is destroyed, an explosion effect appears.

- BonusEnemy: same with Enemy, but it will get less damage by bullet so you need shoot him down with more bullets. Also, it will make player make more points and gain more power.
- Goal: Display your goal.
- Points: Show the points you have gained.

3. Player's control

Just click the position you want your block to go, then it will go there. Or you can hold your left button of the mouse down then you can move it to anywhere (but just fixed in one line.)

4. How it ends

Once you achieve your goal or hit by enemies, the game is over. If you achieve your goal, you win, or you lose.

5. Some tips

If you want to make it harder, you can go *SpawnPos.cs* and modify variables named *LEVELMIN* and *LEVELMAX*, these two variables mean the min and max health value of an enemy.