Assignment 3 - Complete the game

Description and requirements

At the moment our game is mostly just a collection of systems. This assignment's objective is to convert the project into an actual game.

1. Create class Collectable (an object player unit can collect) and spawner for collectables. The spawner should spawn collectables at random positions at some predefined rate (for example once every five seconds). You should define the minimum and maximum positions where the collectables can be spawned.
2. Every collectable should have a field which indicates how many points collecting the object gives to the player.
3. Create more paths for enemies. There should be at least three different paths in the level for enemies to patrol. Assign few enemies to each of the paths.
4. Define a point limit which the player has to reach in order to win the game.
5. Add UI for indicating how many points player has collected and how many times player has died.
6. After a unit is killed it should be respawned to the game. Player unit should have limited number of respawn times. If player unit is killed three times, player loses the game. Enemy units should be respawned every time they are killed.
7. Player wins the game if he/she collects enough points. Enemies win the game if they manage to kill player three times.

Submitting

The assignment has to be submitted Sunday 22.4.2018 23:59. All submissions should be stored to your repository. The link to the repository should be sent to sami.kojo@tamk.fi when the assignment is done with the commit message of the submission commit. If you have a private repository, you have to send the invitation to that repository to Sami. The assignment can be submitted by a pull request also.

Grading

0: The assignment is not returned on time or the assignment doesn't work at all.
1-2: The assignment is returned on time, but it has some flaws.
3: The assignment is returned on time and it works exactly as this document defines.
4-5: The assignment is returned on time, the code is clean and well commented.