A quick run down of what’s happening in this project

* The player is placed in the scene at 0,0,0
* A gameplay controller object is also in the scene. This controls the enemy placement
* To edit the parameters of the scene click on the scriptable object in Assets/Resources/Config called SceneConfig.
* A simple UI pops up to start the game and the timescale is set to 0
* The player then runs through the PlayerController script that moves them to each of their goals.
* Once the player has finished or has hit an enemy then the player explodes with a brief delay before popping up a restart button to play again

Extra details on the methods I used

* Event: to show the restart menu on player death
* co-routine: to add the delay before showing the restart menu
* Scene manager: to reload the scene
* Scriptable object: to create the config file for anyone to edit the game
* Timescale: to pause the game while the main menu is present
* Animator: to add a spinning animation to indicate the player has reached all their goals
* Canvas: to create the start and restart menus.
* Particle systems: one that runs through a sprite sheet to play the normal explosion and a spinning emitter for the green particles.

Explosion art and sounds were taken from the asset store