

3401 Remote Assignment 1

20 Points

Due 4/6

Download the repo for the project; it is called 3401_RemoteAssignment1, available in my repositories (ms221409) on GitHub. Make sure you are using Unity version 2019.3.7; you can download this version for free from the Unity Hub.

Once the project has downloaded, open it; then open the GameScene and press play. This is a simple endless runner; press SPACE to jump, avoid the cubes, and collect the yellow coins.

You need to make some enhancements to the project. Please complete the following:

- 1) **When the player dies, a log is displayed to the console. Replace this with some restart logic; the scene should reload as soon as the player dies.** The current death logic lives in PlayerController.cs, in the Scripts folder. You will need to replace the Console.Log call with your own scene restart logic.
- 2) **When the player collects a yellow circle, a “pickup” sound should play. Import an audio clip, and set up the necessary systems to play a sound effect as soon as the player collides with a pickup.** The current pickup collision logic can be found in PlayerController.cs. Use whatever audio clip you want.
- 3) **The art is a bit lacking currently; please create replacement art for the ground, the player, the obstacles, and the pickups. Implement this new art into the current game while maintaining full functionality.** The art can be as simple or complex as you wish.

That's it!

You should have your final modified project submitted to your GitHub account in a new repository by end of day on the 6th. Please make sure your project is public OR that I am invited as a collaborator. Also make sure you upload the ENTIRE UNITY PROJECT FOLDER!

This is a recap of what we've done multiple times in class, so it shouldn't be too much work for you. Please email me with any questions!

BONUS:

You will receive extra credit if you do any of the following:

- Modify the player to have 5 hit points instead of 3. Make sure the logic AND UI reflect this accurately!
- Replenish a hit point for every 10 pickups the player collects.