Assignment 1 Report

Q1. Followed the tutorial and successfully completed it.

Q2. To shoot downwards, we need to comment out the Y component line such that it's not constant anymore. A timer is maintained to see how long the player is on the objects and jumps back on the ground as soon as the clock completes 10 seconds.

Q3. a. I assigned tags to all three of the collectibles, as soon as they're triggered, I check which one is triggered and accordingly perform the action required.

Eg for increasing playerHealth - I call the setDamage(-50) since currentDamage - (-50) = currDamage+50.
For shield - I create a bool which is true for 10 secs and the SetDamage function is modified to accomodate this.
DamagePerShot is set to 100 and a boolean notifies 5 seconds and it changes back again as the boolean is set to false again

Q4. Spawning - I create random positions on the ground where I instantiate the new collectibles if the count*50 > score. And each time the count is updated.

Q5. Bonus is also done !!