

Unity Lab 4: Text Fields and Scenes AND First Game Submission

Make the game more interesting!

1. Make your balloon grow as time goes on -- e.g., **increase in size every X seconds**. (You probably want to use `InvokeRepeating`. See here: <https://docs.unity3d.com/ScriptReference/MonoBehaviour.InvokeRepeating.html>)

2. Add a **scoring function**. The player should get points when the balloon is popped, with more points given if the balloon is smaller and fewer if the balloon is bigger.

Create a **textbox** that shows the score.

3. If the balloon gets "big enough" (size up to you), the balloon disappears, and the player gets no points.

4. Can you add **distractors** to make the game more challenging? What if the pins had to avoid flying birds or other balloons? Come up with an appropriate distractor and add it.

5. Up until now, our game has had a single scene/level.

Duplicate your scene twice to create two new scenes, and then edit the new scenes, for a total of **three levels** in your game.

Each level should increase in difficulty (e.g., the balloon moves faster, the balloon is smaller, etc. -- any combination of these and/or whatever you'd like).

Every time your player pops the balloon, the game should **transition to the next level**.

Every time the balloon disappears, the current level should **restart**.

Use File-Build Settings to include all of your scenes in the build, and then test that the levels work.

6. Finally, build your game one more time, this time as a **WebGL** so that it can be played online.

Upload your game to the game jam here:

<https://itch.io/jam/fall-2025-lab-4-submission> by the end of the day on Thursday, October 30th at 11:59 PM. (Name your file: Last Name First Name Title-of-Game)

Also, **publish your code to GitHub** (make it public or add me as a collaborator -- amaraauguste).

After you've uploaded the game, **submit a link to your GitHub repository on Brightspace**. It will be graded in an extremely cursory fashion, just to see that you were able to get the game live online.

This is not the final game submission! The game as a whole will be graded when it is complete.