

CISC 3667 - Game Design and Development
Unity Lab 3: Player Interaction and Collision

By now, you should have: **a player object** (movement controlled through user input) and **a target balloon** (automatic movement).

Lab Instructions:

1. Create a pin sprite and give it a movement script that sends it moving horizontally across the screen.

Create a prefab out of the pin. Then delete all instances of the pin prefab from the hierarchy.

2. Allow the player to "shoot" pins: on fire input (`Input.GetButton("Fire1")`), the player controller should:
 - a. Create an instance of the pin at the current position of the player. (Refer to the lecture coin spawner code for help with this.)
 - b. Activate the pin's movement by calling the script to move it across the screen.
3. Add collision detection so that the pin can pop the balloon. Make sure that you have colliders (using "trigger"). Make use of tags so that the pin does not accidentally pop the player! When the pin collides with the balloon, it should destroy it.
4. Add a sound effect of your choice to the collision.
5. If you've gotten this far, give yourself a giant pat on the back!

* In Unity, "Fire1" is mapped to Ctrl. If you want to give more flexibility to use Option and/or Command also, you can also use Fire2/Fire3

<https://docs.unity3d.com/Manual/ConventionalGameInput.html>