
Lab Week 1

50.033 Game Design and Development

1002911 --- Calvin Yusnoveri

Are you participating in the Weekly Lab competition? No

Provide the YouTube/other platform link to your screen recording:

<https://drive.google.com/file/d/1RFCOY7gfXZCHfmT5aCUmqo6EyU7GkTGZ/view?usp=sharing>

Provide the link to your lab repository (video is viewable in repo as well, as .gif):

<https://github.com/arglux/50033-game-dev-lab/tree/main/lab-1>

Describe what you have done to achieve the desired checkoff requirement for this lab:

Implemented all items in lab check-off, including the reset method. Most implementations follow the tutorial given except for reset method (done by simply reloading scene).

- Scripts added
 - PlayerController.cs
 - EnemyController.cs
 - MenuController.cs
- Assets added
 - Mario Body, Sprite and Collision
 - Goomba Body, Sprite and Collision as Trigger
 - The ground Tiling, Collision
 - UIs (Start Button & Score Text)
 - Scripts
- General modifications that you have done:
 - Mario running
 - Mario jumping
 - Mario flipping
 - Goomba patrolling
 - Scoring when Mario successfully jumps over Goomba
 - Ending the game when Mario collides with Goomba and,
 - Resetting the scene when game ends (done with Unity Screen Manager by reloading the scene – called “SampleScene”)