
Lab Week 4

50.033 Game Design and Development

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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/1a0icq83Ykcbz0hKJbHPeIYsAPbPYP3aR/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-4>

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

Implemented all items in lab check-off which includes:

- audio mixers and various sound effects,
- snapshots and transition during death animation
- object pooling to spawn enemy accordingly when coin is collected or enemy killed
- scriptable object containing game constants – used in various parts
- 4 managers: game, central, powerup, spawn
- Delegates and events, e.g. onPlayerDeath, onCoinCollected
- Mushroom powerups using interface
- Powerup ui

Scripts added:

- ObjectPooler.cs
- GameConstants.cs
- SpawnManager.cs
- GameManager.cs
- CentralManager.cs
- ConsummableInterface.cs
- PowerUpManager.cs
- BlueMushroom.cs
- GreenMushroom.cs
- Assets added
 - Audio Mixers Groups
 - Bunch of Audio source everywhere
 - Enemies containing ObjectPooler Script
 - Spawn Manager Game Object
 - Game Manager Game Object
 - Central Manager Game Object
 - Blue Mushroom prefabs
 - Green Mushroom prefabs
 - Goomba prefabs
 - Green Enemy prefabs

- UI + power up slots
 - Even More Scripts
- General modifications that you have done:
 - Coin rotates
 - Audio transitions during death
 - Various sound effects
 - Delegate events: OnPlayerDeath, OnCoinCollected
 - Rejoice animation, death animation for mario
 - Power up can be collected
 - Power up can be consumed: increase speed or increase jump
 - Bricks spawn debris and coin when broken
 - Fire animation using particle system
 - Etc.