Mike Bernardy

CS 485

<div align="center">Assignment 1</div>

First a main menu will come up to choose between Scene 1(Roll-a-Ball) on the bottom left and Second Scene (my own game) bottom right. Click on the one that you want to play.

In Roll a Ball it is just like the tutorial with movement with **WASD**, but I added an Exit button similar to how it was shown in the class but a little different in the implementation I believe, as well as a countdown timer once you have gotten all of the items to return you to the main menu after 10 seconds that is shown on the screen.

In the second scene I made a short maze with the basics that were in Roll-a-Ball with movement as WASD and Space bar to jump, but with added figures such as teleportation script for the player if they fall off the map it will return them to the starting position with removing any velocity that the player had while falling so that the player sits still after teleportation. I also made a script for jumping with the player that will not allow the player to jump more than once without touching the ground in between each jump the jumping can be done with pressing the **Space bar**. Once the player reaches the end of the map and touches the teleportation pad at the end which is the blue circle tile, it will say you win and count down 10 seconds to return to the main menu or click exit on the bottom left to return to the main menu.

Some resources that I used were http://answers.unity3d.com/questions/610706/making-an-object-jump-once.html , which helped me with my problem with the player jumping more than once, what I changed from that was how the jumping itself was applied to the player itself. I also used http://answers.unity3d.com/questions/980339/count-down-timer-c-1.html to help with the timer which I just changed slightly to fit the game better. I also used textures from https://www.assetstore.unity3d.com/en/#!/search/page=1/sortby=popularity/query=publisher:4986&price:0-0 which I did not change at all.

What I learned from this assignment was how to make a basic game with counting and object movement. How to teleport objects such as a player as well as how to make a player jump only once. How to apply textures and re-scale the textures to make them appear better on certain stretched surfaces. As well as allowing for your scripts to be applied to many different objects by using GameObject in the scripts and applying actions based off of triggers such as text on trigger.