

Project: Color Matcher

You will create a simple game where the player needs to push 4 different colored balls onto their matching corner spaces in under a certain amount of time.

There is an example of the project here:

<https://youtu.be/po5kyjHmxIU>

What are the requirements for the project?

The following are **required** to earn points for the project:

Menu Scene (5%)

- Title of the game, your name, Pace email and press space to start.

Game Scene (40%)

- The play area is a "box" with 4 walls. There are different colors in each corner (refer to the video).
- Use a cube to represent the player.
- There should be 4 balls (spheres) of **different colors**.
- The balls should start in random locations every time the game starts.

Gameplay (50%)

- The player should move using physics (use rigidbody and force). Use typical WASD controls.
- When all 4 spheres have touched their matching color corners, show "You Win!"
- It is OK if they have touched their color once (and are not all on at the same time). Be sure they have touched their color (do not double count something going on and off and back on color).
- Display a 60 second timer, if the timer runs out, show "You Lose!"
- Make sure the UI for the timer is anchored properly.
- Background music.

Win / Lose Scenes (5%)

- Show the words "You Win!" or "You Lose!" and press space to return to main menu.

Any tips on how to get started or approach this project?

Build the play area and get the player moving around first. Then get one sphere / corner working.

If I want to go that extra distance, what are some things I can add to my game?

While **not required**, here are some ideas for things to add to your game:

- Add obstacles to the play area, especially moving ones.
- Add another box/level setup. For instance an L shape or something more difficult.
- Add sound effects when a ball gets to its corner.
- Whatever else you can think of!

How do I submit my work?

Your project must compile! Non-compiling projects will get a 0. When you are done, you must upload a .zip of your project folder to the **Assignments** area in **Blackboard**. **After the due date**, there will be a discussion board post where you will post a link to itch.io and project reflection.

Do not share your code or your links with anyone until after the project is completed. All code must be your own, any plagiarism will result in a grade of 0.

Due by 11:59pm means your project was successfully uploaded by that time. Start uploading your project at least an hour before the deadline to avoid a point deduction. **Projects received 1 minute late are considered late.** If there are any issues with uploading your project, you must **email me before the due date.** Email cguida@pace.edu from your @pace.edu email address. I will not accept any other form of contact.

While I check email regularly, **do not expect a response over the weekend or close to deadlines.**

Late projects will have **10 points deducted per day.** Late projects will **not be accepted after 3 days.**

You will lose points for any of the following:

- You do not upload your code. Make sure you are uploading your code to Blackboard and **not your build.** If the folder you are zipping is called "build" that is not your code. Make sure you are zipping your Unity Project folder (assets, code, etc.)
- You upload a file that is not a **.zip** file. It must be .zip. Not a 7zip or .rar, etc.
- Your itch.io link is unlisted or otherwise not available. **Try your link in another web browser** where you are not logged into itch.io
- You have any of the issues that are in the Common Problems and Questions playlist of videos.

Watch this playlist of videos and **make sure your project does not have any of these issues.**

https://www.youtube.com/playlist?list=PL_QmvmIfJvh0piepSNTSavA--U4ndCV0