Assignment: Game Debugging

*This is a group assignment. Submit one copy for your group.*

# Setup

1. Create a new 3D Unity project.
2. From the **Assets** menu, **Import Package 🡪 Custom Package**
3. Choose the Challenge-3\_Start.unitypackage to import the assets needed
4. A dialog should appear asking which assets to import. Everything should already be checked. Just click the Import button.
5. Delete the **Assets 🡪 Scenes** folder, which will also delete the default starting scene, as it is not needed.
6. Open the starting scene: **Assets 🡪 Challenge 3 🡪 Challenge 3**

# Assignment Description

Look in the **Challenge 3 🡪 Instructions** folder for an asset called *Challenge 3 - Outcome*. This is a MOV video file which shows how the game should look if it were working correctly.

This is a game where the player controls a balloon floating through an environment, trying to hit money object, and trying to avoid bombs.

The game ends when a bomb is hit.

# Things To Do

* Each time the player presses the space bar, the balloon should float upward.
* At the start of the game, the background should move, to give the illusion that the balloon is floating down the streen. Since the background is fixed in size, it should me made to look as if it is seamlessly repeating. The background should stop moving at the end of the game.
* As long as the game is not over, money and bomb objects should spawn every few seconds.
  + A random money or bomb object should be chosen to be spawned
  + They should appear at position 30 on the X-axis (so they appear at the right-hand side of the screen), position 0 on the Z-axis (since there is really no depth to this game), and some random spot from 5 to 14 (both inclusive) on the Y axis.
* A fireworks particle effect should appear at approximately the balloon's position when the balloon hits a money object.
  + A "blip" sound effect should also occur when this happens.
* An explosion particle effect should appear at approximately the balloon's position when the balloon hits a bomb.
  + A "boom" sound effect should also occur when this happens.
* There is background music playing throughout the entire game. Make sure it stops playing when the game ends.
* **Keep the balloon from floating too high. It is fine if the balloon goes off the top of the screen VERY briefly, but if it does, it shouldn't go up so high that it doesn't reappear pretty quickly.**
  + Hint: Check if balloon is low enough before allowing player control
* To prevent the balloon from leaving the bottom of the screen, you should make the balloon bounce off the ground if it hits the ground, so that it bounces into view of the camera.
  + A "boing" sound effect should also occur when this happens.
  + When the game is over, however, you should make sure the balloon stays on the ground. Being out of camera range will give the illusion that it exploded when hitting the bomb.

# To Submit

* Upload a Unity package into Canvas containing your corrected files.
  + Under the **Assets** menu, choose **Export Package**
  + Select all items
  + Click **Export**
  + Choose a filename and save the unity package to upload into Teams