1. In Assignment 1, most of you put the timer for the free pickup period in the player. For assignment 3 there are 3 timers. To add all 3 to the player would increase its complexity and make the game harder to maintain. If one were to add the timer to an enemy object there is the problem of what happens if that enemy is killed. Based on the discussion in the assigned tutorial, suggest a better place to put the timers.

ans-> create an object, or three in this case, to watch over the events that occur in the game and keep track of timers and scores etc. Said object should not have the ability to be interacted with or seen.

2. A more interesting approach to our pseudo PacMan game would be to generate a random maze each time the game was started. There are a number of good programs that will build a “perfect maze”—one where there is a path from any point in the maze to any other point in the maze—that one could use to generate the maze by adding walls according to the output of the program and the requirements of the game using a single prefab wall section and adding it as required. Discuss how to add a Nav Mesh to the maze generated programmatically. In particular what properties would the prefab walls need and how would one bake the maze?

ans-> make the object(s) static and give it/them a rigidbody

3. How could you programatically add a connection from one side of the maze to the other as required in Assignment 3.

ans-> add an onTriggerEnter() and have it teleport the player to a new set of coordinates.

4. The code for the damage cased by the laser is hard coded into the Survival Shooter game. Suggest a method allows the damage caused by the laser to be dependent on the enemy and does not use a complicated if or switch statement and that puts the code to do it in the enemy itself.

ans-> change the method TakeDamage in each enemy so that it only takes a vector3 and calculates the damage taken based on the type of enemy said method is found in

5. Discuss why the Survival Shooter game use orthographic rather than perspective camera projections.

ans-> in order to create a consistent viewing angle as to not screw up the directional control of the player if the camera were to move