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Homework 4

ISS 320S

Design Questions:

My game utilizes 5 different characters: a primitive 3D plane textured with a sand jpeg file, 3 different cacti models I found on the Asset store, and a rock model that I also found on the Asset store.

My clicker game basically populates a desert with different kinds of cactus with each click of a rock. I have an algorithm that randomly generates an integer that are either 0, 1, or 2, with each value corresponding to a different type of cactus.

My game is from a fixed top down view. I tried adding the KeyboardController script to my game but I ran into a few bugs: the randomly generate cacti were not added as children to the main desert plane parent so they were staying still while I was moving the camera around and the newly spawned cacti were not the same size as their original copies. I also did not store my spawned cacti into a collection because I did not need to access them after they were instantiated.