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9/9/24

COMP590

Professor Szafir

### Homework 1

My game implements the target idea we used to get familiar with Unity and takes it and evolves it into a different idea which makes it a “game” as specified by the rules we went over in class. My game takes the target we created and adds a scoring system, which gets incremented every time the player successfully hits the target with the ball. The aim of the game is to get as many points as possible (i.e. hitting the target as many times as you can). Originally, I had just let the ball collide and fall offscreen upon colliding with the target GameObject, where it would then be destroyed shortly after; However, I later implemented an idea I had where the ball splats onto the target surface upon collision, which destroys the ball prefab and replaces it with a splatter prefab to give off this effect. I also implemented a space setting for my game, since I have a big interest in space and our universe. I thought this atmosphere would be a great environment for this kind of game.

Some ideas I have yet to implement would be things such as creating different textures for targets, with an idea being aliens or other things to hit out in space. Extending off of that, I am working on implementing several targets and some that move around the game space. Outside of that, a small bug I have with the current build is that the ball splatter sprite still has a white background, which I was unable to get rid of solely with Unity, but will later update it using external image software.