GAM-52

Midterm 10/25/17

100 points total

Name: Daniel Saldana

(25 points)

1. Correctly setup a Unity git repository. Save this midterm to the repository. Your midterm turn in submission will be in this repository. Invite me to the repository. My email is [jessiah.ruiz@rccd.edu](mailto:jessiah.ruiz@rccd.edu).

* √

(30 points)

1. Using primitives, make a animation of a cannon firing. The animation should include a minimum of 1 particle effect. The animation should include a minimum of 1 script call.

* √

(15 points)

1. Write a singleton for saving score.

* √

(30 points)

1. Suppose you are tasked to remake Mega Man in unity. What systems would you need to implement? What could you do while designing base classes to make development easy and keep the project clean?

* UI to track:
* Health (health bar)
* Special weapon ammo (ammo bar)
* Boss health (health bar)
* Create 2 main base classes:
* **Class: Sentient**: Gives inheritance to Player, Enemies, Bosses, and Doors. Essentially anything with A.I. or that animates upon interaction or proximity to the player.
* Variables:
* Health
* Damage (on collision)
* Animator
* Move Speed
* Attack Speed
* **Class: Disposable**: Gives inheritance to any Projectiles and Pickups. Allows easier customization of special shots/ attacks, health pickups, bombs, etc.
* Variables:
* Damage (on collision)
* Animator
* Move Speed
* Lifetime
* This would allow any enemy, boss, special attack, and pickup to be designed easily and fully customizable without interfering with each other.