# Challenge 5 - Whack-a-Food

## Challenge Overview:

Put your User Interface skills to the test with this whack-a-mole-like challenge in which you have to get all the food that pops up on a grid while avoiding the skulls. You will have to debug buttons, mouse clicks, score tracking, restart sequences, and difficulty setting to get to the bottom of this one.

## Challenge Outcome:

* All of the buttons look nice with their text properly aligned
* When you select a difficulty, the spawn rate changes accordingly
* When you click a food, it is destroyed and the score is updated in the top-left
* When you lose the game, a restart button appears that lets you play again

[Unity Video Series](https://learn.unity.com/tutorial/challenge-5-whack-a-food-with-wacky-ui?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cf96bdeedbc2a2b475972b3)

[Written Instructions](https://drive.google.com/file/d/13PEC61JXarLhPdEqLyIm-PBAF4DosYJw/view?usp=sharing)