

Quest 6 - UI Shooter, Pt 2

Max Grade of 60% if Project has Red Error in Unity Console

This Quest Focuses On:

- UI Setup
- UI Anchoring
- UI Text (Static and Dynamic)
- UI Buttons
- UI Image
- Gameplay Stats (Health/Damage/etc.)

Summary

This completes the space shooter where instead of controlling the ship directly, the player controls power-ups and stats.

Core Loop Requirements

Inputs/Actions

- Gain Currency from Destroying Asteroids (automatic)
- Spend Currency on Upgrades

Obstacles

- Asteroids fly in the general direction of the player Ship
- Asteroids must be shot down to prevent impact with player Ship
- Asteroid appearances increase in frequency as game progresses

Goal

- Survive as long as possible with the highest score possible

Additional Quest Details/Requirements:

- Continue Project Name - "Q5_LastNameFirstName"
- ALL Part 1 details/requirements still apply except when noted below
- UI must adapt for to Wide and Non-Wide aspect ratios
- UI to portray Score, Player Health, Currency, and Upgrades
- Upgrades
 - Firing Speed
 - Missile Speed
 - Hull Strength
 - Repair Ship
 - Points Multiplier