Quest 7 - Audio, Saving, and Menus

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

This Quest Focuses On:
- Audio
- Persistent Data Saving
- Additional UI Techniques

Summary
This quest builds upon the Quest 3 platformer to introduce additional UI techniques, Audio, and Persistent Data Saving.

Core Loop Requirements
Inputs/Actions
- AD = Movement
- Spacebar = Jump/Double Jump
- Mouse Movement = Camera Aiming
- Mouse Click = Shoot Toward Mouse Position

Obstacles/Challenge
- Breakable Targets require aiming between Level Blocks
- Falling in a HOLE in the Level Design reloads scene

Goal
- Destroy the Targets

Additional Quest Details/Requirements:
- Project Name - "Q3_LastNameFirstName"
- Ensure you still meet all requirements from Quests 3 and 4
- Q7 asset files are available on Canvas
- 3 audio files should be setup as described in the steps
- Score should be saved between game loads as described in steps
- 3 menus should be accessible with buttons as described in steps