

Design Decisions

The biggest design decision I made here was to not specifically store the number of collectibles, it is just inherently known since it is equivalent to the number of children of the "Collectibles" object. Then I stored a variable for the next collectible index, which started out at 0, with the first collectible being told it was the next to begin with. If the player came in contact with a collectible, it just checked whether its sibling index was the same as the next collectible index stored in the game manager. If it was the next, tell it to game manager and the next collectible index is incremented and the next collectible is also visually highlighted for the player.

Issues Encountered

I had an issue where trigger colliders didn't seem to be responsive to anything until I added a rigid body, without gravity, to the player object that was colliding with it to get a response. I had assumed if the player object just had a collider (without a trigger) it would work, but that was not the case.

Instructions on how to use

Click to move to the location corresponding to the mouse position. Pick up collectibles, but only in the specified order. Players will know which collectible to pick up next since it will be glowing, a light is attached to it. Avoid the purple sphere monster and get all the collectibles to win!