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| ITB logo portrait B&W | INSTITUTE OF TECHNOLOGY BLANCHARDSTOWN  A Taster of Computing  [[VERSION – Unity 2D – C# language]] |

Gravity Guy 2D (2014) - a little computer game...

Part 4 – a full game is completed …



Welcome to “Gravity Guy”. In this multimedia programming exercise you will create a little 2D computer game.

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# Aims of this part of the tutorial

## New features / skills to be learned in this part of the tutorial

In this part of the tutorial you will add the following features to our game:

* *Win game* 
  + *Eat all the cheese – need to know HOW MANY pieces of food …*
  + *GameObject[] wallObjects = GameObject.FindGameObjectsWithTag("*
  + *brick");*
  + *int numWallObjects = wallObjects.Length;*
* *Display scores using GUIText gameObjects, rather than scripted Labels*
* *Display in image for lives left*
* *Moving Camera script*
* *Background image (move with camera?)*
* *Timer*
* *Data driven …*

*Extras:*

* *Solve the ‘lose 2 lives at a time problem’*
  + *nextLoseALifeTime*
    - *can’t lose more than 1 live per second …*
    - *nextLoseALifeTime = Time.time + 1;*
    - *if( Time.time > nextLoseALifeTime) then lives-- …*

## Playtest your game

When player hits spikes, the ‘die’ sounds should play, when player hits cheese, the ‘yum’ sound should play – simples!

# Congratulations …

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**Congratulations**

**You have now completed Gravity Guy!**