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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 – ideas for improving the game …

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1 Solves the multiple deaths when hits spikes objects problem 2

2 Stop guy jumping out of screen 3

3 Solves the multiple deaths when hits spikes objects problem 4

4 Congratulations … 5

# TOPIC

## ABOUT

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

# Solves the multiple deaths when hits spikes objects problem

## 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:

* *Timer*
* *Data driven …*

## Nice display – GUIText objects (with shadow)

Xxx

* *Display scores using GUIText gameObjects, rather than scripted Labels*

## Projectiles

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## Playtest your game

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