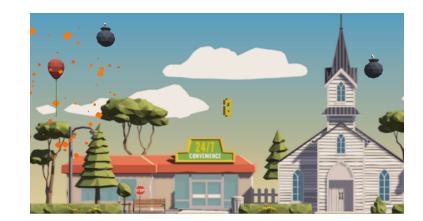


Challenge 3

Balloons & Booleans



Challenge Overview: Apply your knowledge of physics, scrolling backgrounds, and special effects to a balloon floating through town, picking up tokens while avoiding explosives. You will have to do a lot of troubleshooting in this project because it is riddled with errors.

Challenge Outcome:

- The balloon floats upwards as the player holds spacebar
- The background seamlessly repeats, simulating the balloon's movement
- Bombs and Money tokens are spawned randomly on a timer
- When you collide with the Money, there's a particle and sound effect
- When you collide with the Bomb, there's an explosion and the background stops

Challenge Objectives:

In this challenge, you will reinforce the following skills/concepts:

- Declaring and initializing variables with the GetComponent method
- Using booleans to trigger game states
- Displaying particle effects at a particular location relative to a gameobject
- Seamlessly scrolling a repeating background

Challenge Instructions:

- Open your Prototype 3 project
- Download the "Challenge 3 Starter Files" from the Tutorial Materials section, then double-click on it to Import
- In the Project Window > Assets > Challenge 3 > Instructions folder, use the "Challenge 3 - Instructions" and Outcome video as a guide to complete the challenge

Challenge	Task		Hint
1 The player car control the bal		n should float up er presses	There is a "NullReferenceExcepton" error on the player's rigidBody variable - it has to be assigned in Start() using the <i>GetComponent<></i> method
2 The backgrour moves when the is over	,	ound should move en stop when the er	In MoveLeftX.cs, the objects should only Translate to the left if the game is <i>NOT</i> over
3 No objects are spawned		os or money awn every few	There is an error message saying, "Trying to Invoke method: SpawnManagerX. <i>PrawnsObject</i> couldn't be called" - spelling matters
4 Fireworks app the side of the		reworks display at 's position	The fireworks particle is a child object of the Player - but its location still has to be set at the same location
5 The backgroun repeating prop		ackground repeat	The repeatWidth variable should be half of the background's width, not half of its height

Bonus Challenge Task Hint X The balloon can float Prevent the player from Add a boolean to check if the balloon floating their balloon too high isLowEnough, then only allow the way too high player to add upwards force if that boolean is true The balloon can drop Make the balloon appear to Figure out a way to test if the balloon below the ground bounce off of the ground, collides with the ground object, then preventing it from leaving the add an impulse force upward if it bottom of the screen. There does should be a sound effect when this happens, too!