# Clicky Mouse

## Overview:

It’s time for the final unit! We will start off by creating a new project and importing the starter files, then switching the game’s view to 2D. Next we will make a list of target objects for the player to click on: Three “good” objects and one “bad”. The targets will launch spinning into the air after spawning at a random position at the bottom of the map. Lastly, we will allow the player to destroy them with a click!

## Project Outcome:

A list of three good target objects and one bad target object will spawn in a random position at the bottom of the screen, thrusting themselves into the air with random force and torque. These targets will be destroyed when the player clicks on them or they fall out of bounds.

By the end of this lesson, you will be able to:

* Switch the game to 2D view for a different perspective
* Add torque to the force of an object
* Create a Game Manager object that controls game states as well as spawning
* Create a List of objects and return their length with Count
* Use While Loops to repeat code while something is true
* Use OnMouseDown to enable the player to click on things

[Unity Video Series](https://learn.unity.com/tutorial/lesson-5-1-clicky-mouse?uv=2020.3&courseId=5cf96c41edbc2a2ca6e8810f&projectId=5cf96bdeedbc2a2b475972b3)

[Written Instructions](https://drive.google.com/file/d/1Ui5BFVe3LBlSOVeITuUdTiRwqfGzXx8v/view?usp=sharing)