CS 485 – HW1

Roll A Ball

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**Scope:**

This is a report of HW1 for Game Programing (CS 485). The purpose of the assignment is to replicate the official tutorial at the Unity website [Roll A Ball Tutorial](https://unity3d.com/es/learn/tutorials/s/roll-ball-tutorial) in order to get familiar with Unity’s environment. In addition to the tutorial replication, students are encouraged to keep exploring and add new features to their game.

**GitHub repository:**

[GitHub repository for Roll A Ball](https://github.com/enrique95ae/Roll-A-Ball)

**Own contributions:**

After completing the base tutorial, these are the changes and extra features that I have added to the game:

1. A sound for every time a Pick Up item is collected. (Mario’s games coin pick up sound)
2. A sound that is played when the win event is triggered (Mario’s games end stage sound)
3. Small changes in materials and number of pick up collectibles.

**Outside references:**

As mentioned in the comments section in the playerController.cs script, these are the references used whenever a difficulty was encountered:

1. Multiple Audio Sources for one GameObject: [Unity's support forum](https://support.unity3d.com/hc/en-us/articles/206116386-How-do-I-play-multiple-Audio-Sources-from-one-GameObject-)
2. Audio on Pick Ups: [Audio on Pick Ups [YouTube]](https://www.youtube.com/watch?v=GdkDLNbht)

**Other comments:**

Even though this is a simple game and its scope is to make students familiar with the environment, many improvements can be make, such as:

A main menu, obstacles, jumping function…