**Homework Assignment 3: WallShooter**

Overview

For this homework assignment you to recreate the following project in Unity:

<http://coursebox.dyndns.org/unity2015/week4/hw/example/WallShooter.html>

Specification and Hints

1. A script called “Shooter” should be attached to the main camera GameObject. This script is responsible for doing the following when the spacebar is pressed: instantiating a projectile prefab at the camera’s position, applying a force to push it in the forward direction, and removing the new projectile after 2 seconds. Additionally, this script detects input from the arrow keys and translates the position of the camera to produce corresponding movement (the camera can be moved just like any other Game Object!).
2. A script called “WallGenerator” should be attached to an empty GameObject. This script uses a wall prefab to generate walls at random positions (use Random.Range). The walls last 5 seconds, and are generated every 7 seconds.
3. To create your wall prefab, use a number of cubes organized into a wall. If you hold down CTRL while positioning the cubes, they will “snap” together. You should create a parent called wall, then create the cubes as children. You can then create a prefab from the parent. Remember to remove the GameObject created when you instantiate the wall prefab, not the prefab itself.
4. You will receive 10 points extra credit if you make any brick hit by the projectile change color.

Submission

Once you have completed the assignment:

1. Make sure all your scripts have documentation. This includes header with author, filename, date, and description. This also includes descriptive comment throughout the code.
2. Add a README.txt file to your project (in the base project folder) with your name, date, and project description.
3. Zip all your files and submit your archive via blackboard by 11:59 PM on the due date listed on the course website. Do not include any assets that are not part of the project (e.g. don’t import standard assets.