GDD SPACE X 3D

Franz Badias

Original Challenge

Nothing was changed to meet the requirements for the original challenge due to challenge 3 being completed properly.

Visual Challenge

The modification that was made visually to the game: adding a pink and gray alpha layer to the starfield in the background so that the player feels as if they have really completed a thorough life and are ready to start the next attempt at completing the game. The change was accomplished by lerping a new texture on the mesh renderer for the background and child background. The speed of the background scroller was also increased from -0.25 to -4.5. This happens only when the player loses. The background also resets when the game is restarted.

Audio Challenge

I was not able to complete the audio change due to the audio sources not playing once I had loaded all the complete audio sources in multiple different types of files (wav, mp3, and ogg). I believe this may have had something to do with the version of Unity not having the proper audio codec, or maybe just misplacing the audio within the code.

Gameplay changes

The original challenge in SPACE X 3D is the fact that the game contains a hard mode that the player can turn on if they ever feel that the game is getting just a little too easy. This makes the game feel almost like two games in one. Once one gets boring you can simply switch gears and have a blast.

I was only able to complete one gameplay change as I ran out of time due to personal issues with medications.