GA 3331 – Week 4 – Homework

You are to design a prototype for a ‘Race’ style game. You need to create both the level for the Race, as well as the scripts that drive it.

# Deliverables

* A player that can move through your level.
* One ‘race’ level that you win by reaching the exit trigger.
* A GUI label on the screen that displays how much time has passed
* Obstacles for the player

# Materials

* Triggers
* Third person controls
* GUI
* Obstacles (itween movement)

# Extra Credit

* (1 point) – Two ‘powerups’ for the player. For example, a speed increase
* (1 point) – Two race levels