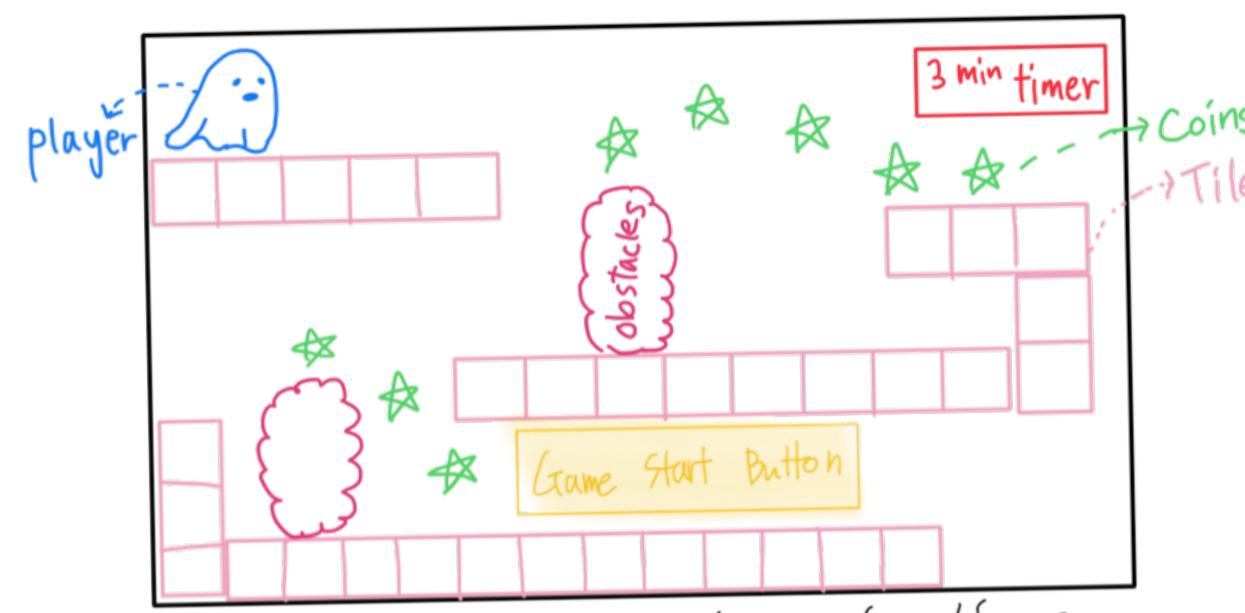
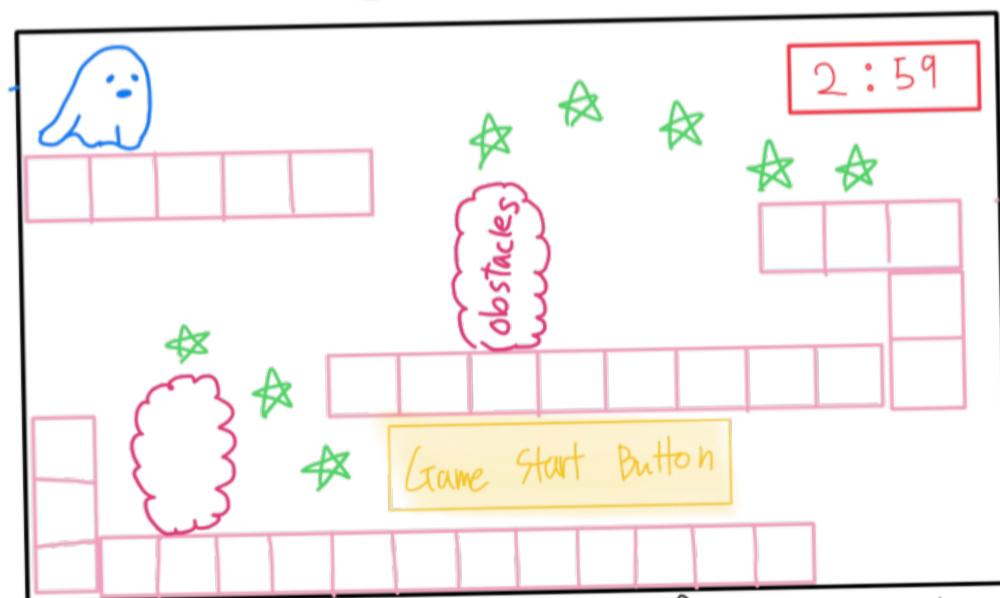


(default screen)



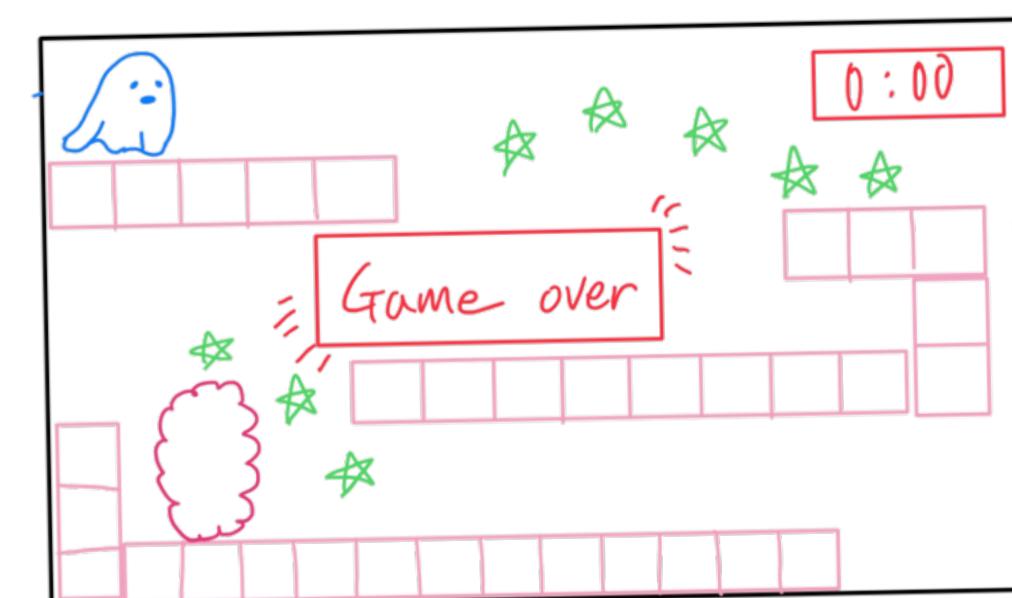
Default Sprite Sheets animations
Going on (e.g.: star shaped coin shining,
Ghost hovering slightly)

Player presses Yellow button
① startButton.onClick()
② game is active = True
③ start button.gameObject.SetActive(false)



Timer on the right side of screen starts
① public float gameTime = 180f
② remaining time = gameTime
③ if (game is active)
{ remaining time -= Time.deltaTime}
Update timer text

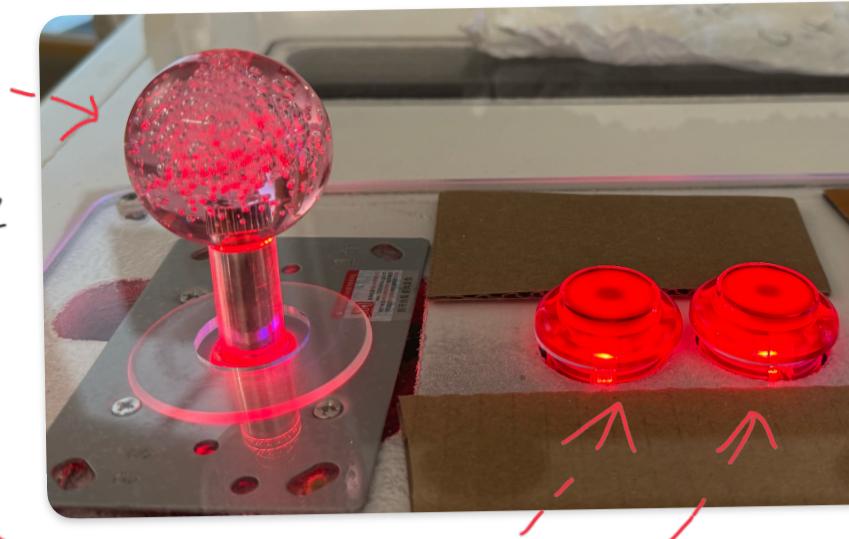
if 3 min. timer ends



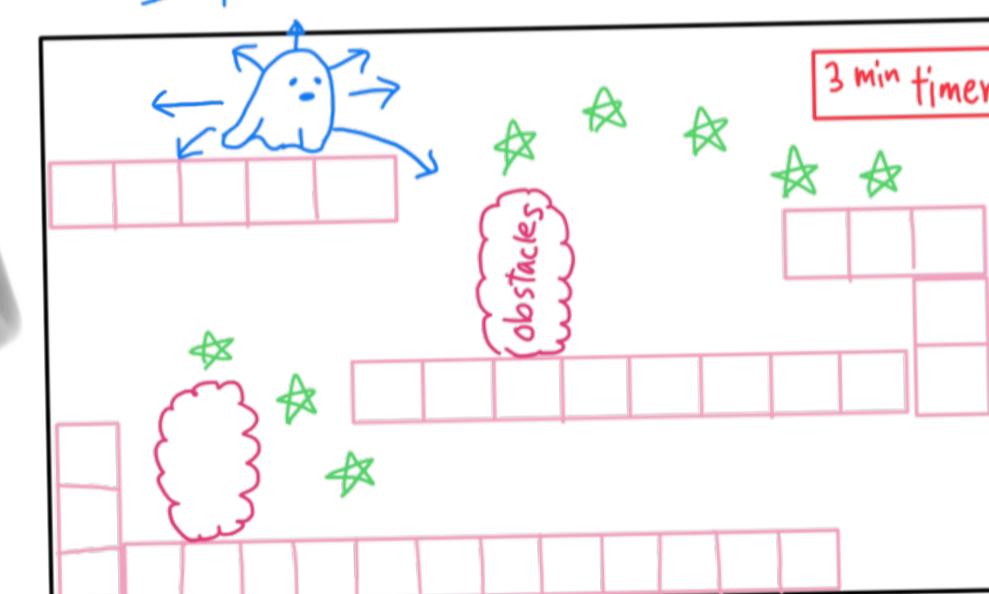
① if (remaining time <= 0)
{ End game() }
② Game is active = false

* Something like Super Mario game
but has 3-min time limit

* basic controllers:
① Red joystick on the left side
② Red left & right buttons (2 red buttons)



Input.GetAxis("Horizontal")
& Input.GetAxis("Vertical")



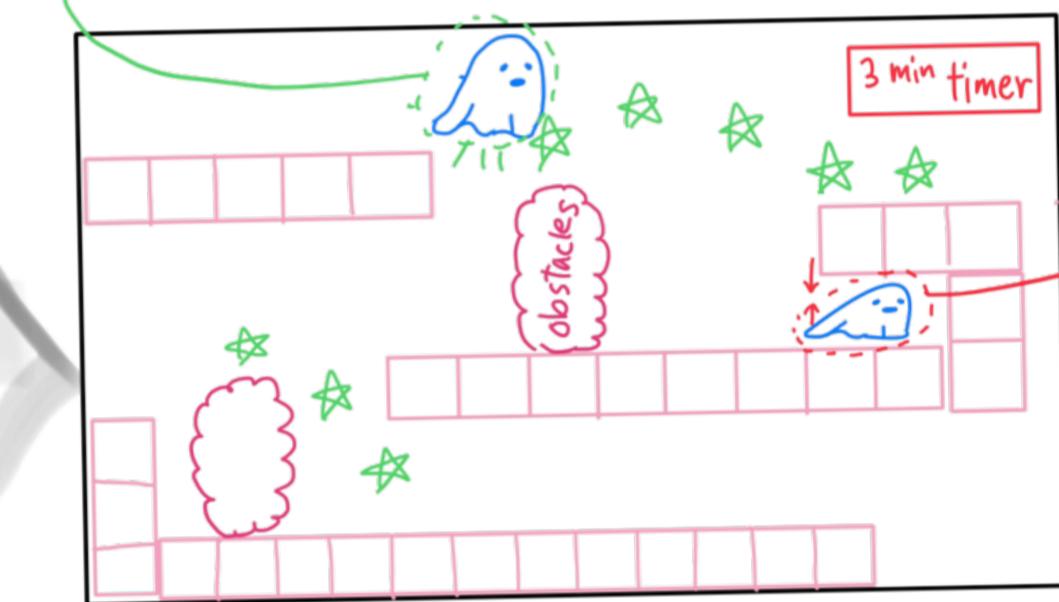
Player (Ghost) Slightly bounces & moves

- 24_HannahYoo_Arcade

Current partner: Phoebe (Github ID: Phoebe-25)

Github link for this project: https://github.com/hannah-y-hy/24_HannahYoo_Arcade

if (Input.GetButtonDown("Right Button"))
transform.localScale = squashed Scale
if ((Input.GetButtonDown("Left Button"))
{ rb.AddForce (Vector2.up * jumpForce, ForceMode2D.Impulse)



Player presses right or left button

Retry button pops up



a moment later

Game restarts
(back to default screen)

① Resetting timer: remaining time = game time
② Start game()

if player clicks
Retry button

Retry button.gameObject.SetActive(true)