MART 460

HW 4 – Create a New Game

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GitHub link:

**Game Instructions:**

The squirrel can be moved with keys to try to catch the acorn (hard to see but falls slowly). Apples fall all around the squirrel and knock him off course. Once the squirrel catches the acorn the game is done….or should be. I forgot to add the UI counter/health/score thing…..next time. (I assume we will be building on this game…)

What I learned or tried this time:

This time I tried adding the background scene and some objects from non-Unity sites; the movement codes for the squirrel were from the class demo and required minimal script writing on my part. The other movements and collisions are based on playground scripts that I finally figured out how to import.