



**COMSATS University Islamabad, Abbottabad Campus**  
**Department of Computer Science**  
**Lab Assignment 1**

Class:	<b>BSE-7A / 7B</b>	Submission Date:	<b>20 Oct, 2024</b>
Subject:	<b>Game Development</b>	Instructor:	<b>M. Ibtisam Gull</b>
Marks:	<b>25</b>		

**Lab Assignment:** Obstacle Course Modification

**Objective:**

Enhance the existing Obstacle Course 3D game in Unity by adding a Finish Area where the player needs to take all the balls to score points.

**Tasks:**

1. Complete Obstacle Course 3D Game:
  - a. Ensure all necessary gameplay mechanics, such as player movement, obstacle avoidance, and level design, are in place.
  - b. Verify that the game is functional and playable.
2. Create Finish Area:
  - a. Design and implement a Finish Area in the game scene.
  - b. Utilize a Trigger Collider to detect when the player or objects enter the Finish Area.
3. Score Mechanism:
  - a. Implement a scoring system that awards points when a ball enters the Finish Area.
  - b. Ensure that the score updates dynamically as balls are successfully placed in the Finish Area.

**Hints:**

- Use the OnTriggerEnter method to detect when objects enter the Finish Area.
- Maintain a score variable that increases each time a ball enters the Finish Area.
- Display the current score in the UI to provide feedback to the player.

**Submission:**

- Create a short 2 – 3 minutes video of demo & code explanation.
- Upload the video using the following link:  
[https://pern-my.sharepoint.com/:f/g/personal/ibtisamgull\\_cuiatd\\_edu\\_pk/EoeZlQdG851EsBxxada6JzYBjz0SyljzT3vH8GZaE\\_S4\\_g](https://pern-my.sharepoint.com/:f/g/personal/ibtisamgull_cuiatd_edu_pk/EoeZlQdG851EsBxxada6JzYBjz0SyljzT3vH8GZaE_S4_g)