

Exercise 2: For this exercise I first started with laying out my entire project to ensure all sprites and game objects were where they needed to be. I then began by figuring out the movement of the net by making the net go left when the registered value was under 0 and go right when the value returned was above 0 from the inputted key. After that I adjusted some settings to remove the drag on the net and make sure the movement was clean and gave the user an opportunity to catch the objects. I then set the gravity for the fish and bomb at a force of 0.8 so they fell at a reasonable speed. I then added a rigid body and box/circle collider to the objects to register when they hit the net. I was then required to add some code to give a script once a collision occurred within that code. I made the objects be destroyed on impact as well as if they went off of camera so that there were hundreds of random game objects using up storage and memory within the game. The last part was that I used prefabs within the script for the bomb and fish object so that when one of them is destroyed, clones of them will randomly appear within 1 - 6 seconds to give the game some randomization as well they will appear anywhere throughout the x-axis. I did this by using a coroutine that calls a IEnumerator function that waits for a random range between 1-6 seconds before calling a spawn function that will instantiate a new object clone and display it on the screen. The only trouble I had with the game was updating the score on the screen as I couldn't get it to increment once a fish was caught so I still implemented the logic however it appears in the console rather than the screen display.

Screenshots:

