

- 1) Liban Sheikh
- 2) Legend of Simien
- 3) Mac
- 4) Single screen 2D physics game
- 5) Basis of 2D collider, for user manipulation of player and enemy tiles. If snake tile collides with player's mokey tile, game ends. If user evades snake tiles and enemy tiles are knocked out of the scene the user wins.

With help from Oussama Bouanani's guide on physics games:

<http://soumidelrio.com/simple-2d-physics-game-with-unity-part1/>

```

1 void OnTriggerEnter2D (Collider2D other) //the code below is only called when an
2 object that includes a collider enters the trigger 2D collider attached to the
3 screen limit object.
4 {
    Destroy (other.gameObject); //Destroy the object that passes through the
    screen limit collider.
}

```

And on ending the game upon elimination of enemy tiles while maintaining victory conditions:

```

1 void OnTriggerEnter2D (Collider2D other)
2 {
3     if(other.GetComponent<ObjectManager>().ObjToKeep == true) //If we're no
4     supposed to eliminate this object:
5     {
6         //We loose the game.
7         EndGameMessage.gameObject.SetActive(true); //Enable the end game message.
8         EndGameMessage.text = "You loose!"; //Inform the player that he has lost.
9         Time.timeScale = 0; //Stopping the time so that no more objects can
10        move/fall unless the level is reloaded.
11    }
12
13    if(other.GetComponent<ObjectManager>().ObjToEliminate == true) //If we're
14    supposed to eliminate this object:
15    {
16        ObjectsToEliminateCount += 1; //Increase the count by 1.
17
18        if(ObjectsToEliminateCount == ObjectsToEliminateAmount) //If we've
19        eliminated all the objects to win
20        {
21            //Win the game.
22            EndGameMessage.gameObject.SetActive(true); //Enable the end game
23            message.
24            EndGameMessage.text = "You WIN!"; //Inform the player that he has
25            won.
26        }
27    }
28 }

```

```
1         Time.timeScale = 0; //Stopping the time so that no more objects can
8 move/fall unless the level is reloaded.
1     }
9
2     }
0
2     Destroy (other.gameObject); //Destroying the object that reaches the screen
1 limit.
2 }
2
2
3
2
4
2
5
2
6
```

And using sprites from Kenney's 2D platform pack and Animal pack freely available at:

<https://opengameart.org/content/platformer-art-complete-pack-often-updated>