Lab Week 1

50.033 Game Design and Development

1003345 --- Kuah Wee Ping

1003833 --- Kwa Li Ying

[Write both your ID and your partner's ID above]

Are you participating in the Weekly Lab competition? No

Provide the YouTube link to your screen recording:

https://www.youtube.com/watch?v=OSwutyfcJYM

Provide the link to your lab repository:

https://github.com/GrimmWeeper/50.033-game-design-labs/tree/main/Lab%201

Describe what you have done to achieve the desired checkoff requirement for this lab:

Restart Mechanism

Upon collision between Mario and Gomba, it will trigger gameOver() in MenuController script. It will set the restart gameObjects (highscore text and restart button) to active and freeze the scene by assigning timeScale to be 0. When the restart button is pressed, it will execute LoadScene() of the current active scene. This would restart the scene and all the objects will be resetted.

Highscore Mechanism

Upon game over, the score for the existing round will be added to a scoreList (List<int>) in sceneVariables script. The sceneVariables is a gameObject that acts as a global variable management. The object class is created with the singleton design pattern and dontDestroyOnload() feature. scoreList will add the existing score and sort it with descending order. It will then output the score on the highscore UI panel.