COMP 305

Game Programming 1

# Lab 4

## Due: February 25, 2018 @ 11:59pm

**Instructions:**

In Unity, create a simple level using the tile palette tool shown in class. Your level must extend beyond the default field of view of the camera. Include a background and add colliders to your tiles. **Divide your simple level into 3 distinct regions that perform the follow camera actions**

* **Region 1 -** The camera remains in a fixed position until player reaches region 2.
* **Region 2** - The camera follows the player only when the player exceed a “safe zone”. The “safe zone” is an area in the middle of screen where the player can move left and right with NO camera movement.
* **Region 3** - As the player moves from left to right, the camera will zoom on the character. If the character moves right to left, the camera will zoom out of the character.

Using the players built from previous class examples, allow the player to play your level.

**Submission:**

* Link to your GitHub repository that is hosting the Lab 1 files. Submit the link to eCentennial.
  + Ensure you have a minimum of 1 push
  + Ensure your Unity files are present

**Marks:**

* **5xp**