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# Lab Week 2

50.033 Game Design and Development

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Student ID --- 1003158

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

**Are you participating in the Weekly Lab competition?**

- No

**Provide the YouTube/other platform link to your screen recording (max 5 mins, with audio):**

<https://youtu.be/jGpBwwJEcck>

**Provide the link to your lab repository:**

<https://github.com/milselarch/50.035-2023-labs/tree/709d635413572b04d5596e5cdae7856551556c7f>

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

[Your **high level** description here]

- We have a top edge collider for the Question box for mario to walk on without causing a bounce
- We have a bottom edge collider for the Question box to detect collisions from the bottom. We also have a QuestionBoxController to check if the collision direction is from the bottom before starting the animation clip.
- Animation event at the end of the coin moving animation has a callback function to CoinController which plays the coin collected music and changes the question box sprite image
- AllowCoinSpawn in QuestionBoxController determines if a coin is allowed to be spawned when hit from the bottom. It is set to false after the first coin is spawned by a question box
- There's a DisableOnReturn public variable that determines whether or not to disable bouncing after the first time the box has been hit - it is set to true for QuestionBox and false for the brick prefab (BrickBox)
- Brick prefab is made using a modified version of the QuestionBox prefab - but with the animation removed
  - For the brick that does not have coin spawning, AllowCoinSpawn is set to false from the get go in the unity editor