CSE-4410 Programming Assignment 1

**Part 1** (20 points) – Follow the roll-a-ball tutorial. (You don’t have to build the game.) To show that your game works, rather than submit the entire project, you’ll need to submit the following:

* A screenshot of the beginning of the game.
* A screenshot of the player picking up one of the cubes.
* A screenshot of winning the game.

**Part 2** (30 points) – Modify the game any way you see fit! You can add additional functionality to the game or modify the play area to include more features, such as (but not limited to):

* A larger play area.
* Enemies or objects to AVOID!
* Anything that utilizes triggers, such as a door with a sensor.

Whatever you do, you will need to submit the following:

* A description of what was modified.
* A screenshot of what was modified and of the changes in action. (At least two screenshots)
* The C# scripts of anything you added or modified. If you modified any of the original files from the roll-a-ball tutorial, you’ll need to submit those.