

Tennis Roller!

"Roll your way around nets and through the umpire"

Victory condition:

Make it all the way to the end before time runs out.

Loss Condition:

Run out of time or fall off the map.

Side Goal:

Gather as many points as possible by knocking over the umpire stand. Avoid hitting the net or points will be lost.

Extra Features:

At the end of a 3 minute timer the scene is automatically changed to a Loss scene. A particle effect is attached to the camera to give the player the illusion that they are being showered with confetti as they are taking this tennis challenge.

References:

Sound:

Tennis Net Sound Retrieved From:

<https://www.freesound.org/s/37155/>

Umpire Sound Retrieved From:

<https://www.freesound.org/s/341695/>

BGM Accreditation:

"Digital Lemonade" Kevin MacLeod (incompetech.com)

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Notes:

There is a critical error in the "Health" script. The line of code is commented out. The line works exactly the way it is supposed to however it throws up a null reference. So many errors are coming up from this that the game is unplayable.

There is a critical error in the "MainMenuController" script. I believe my code is 100% correct, however it keeps throwing up a null reference error. I may be missing something in Unity itself.