CSYE 7270

Assignment One

Understanding Unity with Roll A Ball

Gameplay - Walkthrough - Link to Walkthrough
Trailer/Short feature preview video - Link to the Feature Preview

Feature Improvements:

1. Ball gets bigger and faster on collision with the purple surfaces

2. Ball gets smaller and slower on collision with the green surfaces

3. One life is lost when the ball touches the "Spikes", and ball is re-spawned to the beginning of the game

4. There are Teleporters that can be accessed to go to different areas of the maze, you have to pick up a certain number of pieces to open the teleporter

5. Each “Play” has 3 lives and upon losing all the lives the game “restarts”, same as after winning the game after collecting all the pick-ups

Code Citations:
1. Create Cone Script
2. Reload Level
3. Up Down Motion of the elements

License:
MIT License

Copyright (c) 2020 Pranav Mujumdar

Permission is hereby granted, free of charge, to any person obtaining a copy

of this software and associated documentation files (the "Software"), to deal
in the Software without restriction, including without limitation the rights
to use, copy, modify, merge, publish, distribute, sublicense, and/or sell
copies of the Software, and to permit persons to whom the Software is
furnished to do so, subject to the following conditions:

The above copyright notice and this permission notice shall be included in all
copies or substantial portions of the Software.

THE SOFTWARE IS PROVIDED "AS IS", WITHOUT WARRANTY OF ANY KIND, EXPRESS
OR
IMPLIED, INCLUDING BUT NOT LIMITED TO THE WARRANTIES OF
MERCHANTABILITY,
FITNESS FOR A PARTICULAR PURPOSE AND NONINFRINGEMENT. IN NO EVENT
SHALL THE
AUTHORS OR COPYRIGHT HOLDERS BE LIABLE FOR ANY CLAIM, DAMAGES OR
OTHER
LIABILITY, WHETHER IN AN ACTION OF CONTRACT, TORT OR OTHERWISE, ARISING
FROM,
OUT OF OR IN CONNECTION WITH THE SOFTWARE OR THE USE OR OTHER
DEALINGS IN THE
SOFTWARE