Milestone 0 – Getting Started with Unity

Task 1

My Name has been added to the HUD (2D heads-up-display) of the game as shown in Figure 1.

Task 2

Modification 1: A *Health Level* bar has been created and added to the right lower corner of the scene to reflect the player's real time health condition. Also, the color will be adjusted according to the player's health condition. If health level drops ≤ 60, the bar turns yellow (Figure 2). If the health level further drops ≤ 30, the bar turns red (Figure 3). A C# script file named *HealthScoreManager.cs* has been added to Scripts/Managers folder to reflect this change.

Modification 2: This game has been modified to give the player an option to exchange 100 scores for an increase of 20 health level if the player's current health level is below 30. This action is envoked when the player press the *Space* key.

The following codes have been added to `void` Update () in the *PlayerHealth.cs* script.

```
if (ScoreManager.score > 100 && currentHealth < 30) {
      if (Input.GetKeyDown (KeyCode.Space)) {
            currentHealth += 20;
            ScoreManager.score -= 100;
      }
}
```

Task 3

The size of the 3D gameobject player will shrink to half of its original size when the health level drops below 50. This change can be viewed by comparing Figure 1 with 2 and 3.

A Boolean variable has been added to the *PlayerHealth.cs* script.
```
private bool flag = true;
```

The following codes have been added to `void` Update ()

```
if (currentHealth < 50 && flag) {
      transform.localScale -= new Vector3 (0.5f, 0.5f, 0.5f);
      flag = false;
}
```

Summary

All three requirements/tasks have been done. Please feel free to play around with the game. There is no special installation required or any additional asset bundles that need to be downloaded.
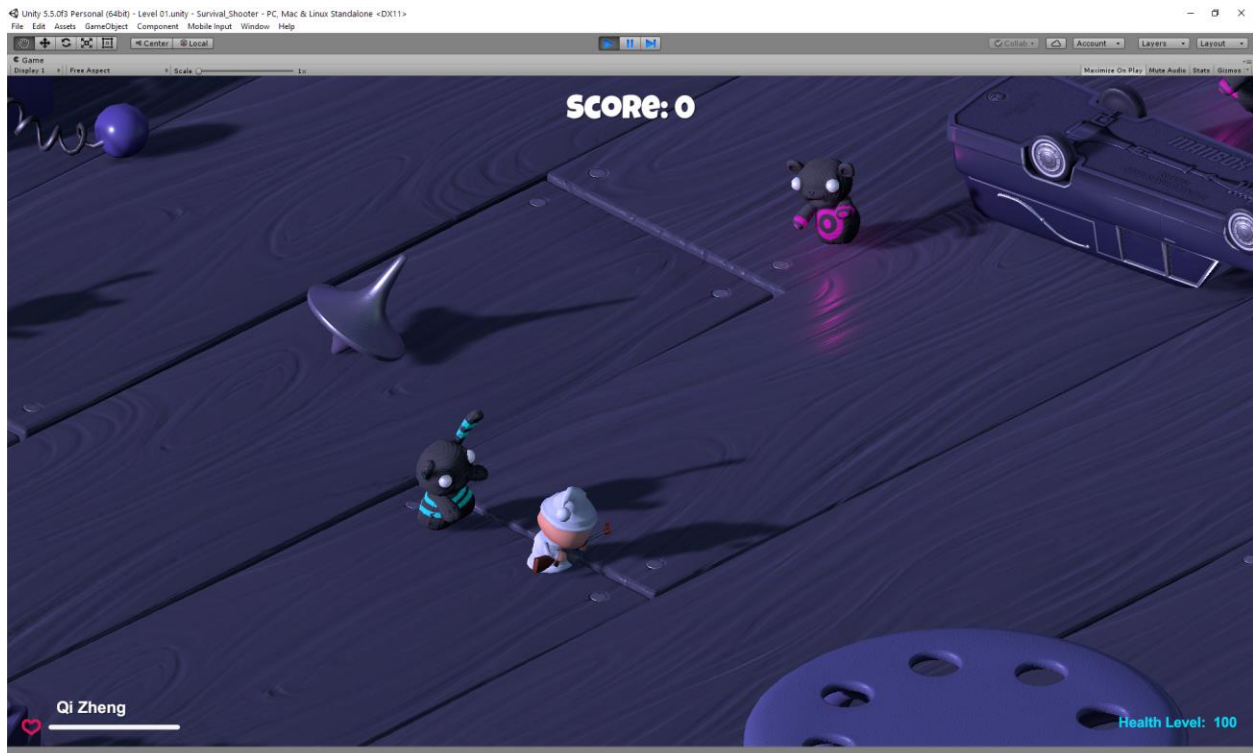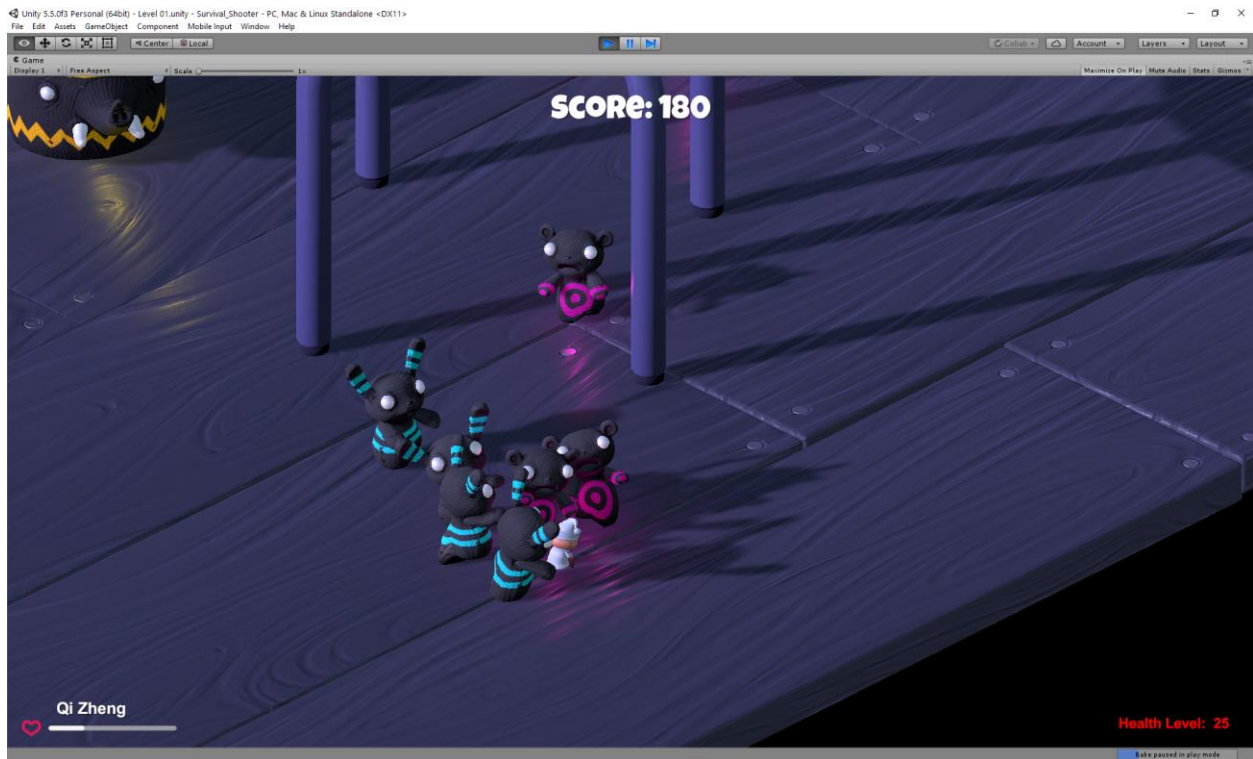
Figure 1

Figure 2

Figure 3