COSC 341: Human Computer Interaction - S2024 –T2  
Instructor: A. K. M. AMANAT ULLAH  
Assignment 4  
July 21, 2024  
AUTHOR: Rayman Sarowa  
The goal of this assignment was to use unity in order to create a 3d platformer game where a player avoids, enemies, travels between platforms, and collects items in order to win. This game was designed by myself as I was not working in a group. The goal of the game is to travel between the platforms in order to collect all coins in order to win the game. The player has to avoid the enemies and falling off or they will die. The player falling results in death because I put an invisible platform below the level which results in the game ending. The enemies are triggers and result in the game ending if the player touches them. Collecting coins results in score increase and collecting all of them results in the game ending. I was able to design the player and the platform with the help of the 2 hours video suggested in the unity slides. Instead of using grass and dirt, I used flat platforms as they were larger and easier to create. Instead of using a capsule, I created the player as a sphere as it allowed it to move around without looking strange. I also designed the player collecting coins using this video but I had to watch the how to create text video in order to create a score system. Here is where I ran into my first problem as I was unable to get the text into the camera view from the canvas. This took me some time but programming the scoring was quite simple as the longer video mostly showed how to do it and I was able to put together what I knew in order to get it done. I would say the hardest part was creating the enemies but I was able to do that after some thinking. Overall, this was an enjoyable assignment.

REFERENCES  
Imphenzia. “LEARN UNITY - the Most BASIC TUTORIAL I’ll Ever Make.” *YouTube*, 24 July 2020, [www.youtube.com/watch?v=pwZpJzpE2lQ](http://www.youtube.com/watch?v=pwZpJzpE2lQ).

Kyle Suchar. “Clearer Text in Unity3D - TextMeshPro.” *YouTube*, 29 Nov. 2018, youtu.be/jtZgvaP5lTA. Accessed 21 July 2024.

Code Monkey. “Learn Unity Beginner/Intermediate 2024 (FREE COMPLETE Course - Unity Tutorial).” *YouTube*, 30 Jan. 2023, youtu.be/AmGSEH7QcDg. Accessed 21 July 2024.

‌

‌