



Student Name : _____

Student I.D : _____

Lebanese International University -Saida Campus

School of Arts and Sciences - Department of Computer Science

Course Name	: Game Development	Course Code	: CSCI377
Date	: Wed 1 December 2021	Section	: A
Instructor	:	Time	: 6:00-7:30 p.m
Auditorium	:	Seat Number	:

Number of pages	: 02	Allowed Time	: 90 minutes
Documents	: Allowed	Calculators	: Allowed

Problem#	Grade	Total Grade
Part I	/25	/100
Part II	/25	
Part III	/25	
Part IV	/25	

Good Work

Part 1:

Create a 2D project and add the following scene game objects:

- 1- Add the sky background to the scene
- 2- Add also the army player to the scene, add to it a collider “**capsule or circle**”.
- 3- Add finally the bomb, add to it a **RigidBody2D** and collider components.

Part 2

Create a script for the army player name it as your **FirstNameWalk**

- a. The army player will be walking from left to the right side of screen, as long as the game is running.
- b. Once the army player falls outside the screen width, he appears from the left side again and continues walking.

Part 3

Create a script for the Bomb name it as your **FamilynameBomb**

- a. As user hits the **spacebar key**, the Bomb will jump upward using the `RigidBody2D.AddForce` method.
- b. As the Bomb gits the army player, the collision occurs and the Audio sound will play once.

Part 4

Create an empty gameObject called your **firstname_spawner**

- a. This script is responsible to generate Bomb every 0.2 seconds),and sets its position $x = -3$ and $y = -4$.

**Instructions:**

- a. Record a short video (2 to 4 minutes) showing the run of the game, the scene Hierarchy, inspector, and the assets, you have to state your name in the video.
- b. Upload the scripts code.
- c. The recording video to google classroom